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YODA

Cute Heroes

Kick up a storm in our
Huge Preview

PLUS
RAMPART
CHALLENGE



Play's
Domark
on the
own
Game

The trouble we have with tapes,
You know,
is sometimes they go missing.
There is a bag in emosity,
would he took my tape away?
Junky Frithat 1991

If your tape isn't here, then jolly
well ask your newsie where it is.

**GAMES
REVIEWED:**

HEROES

LOGICAL

HERO QUEST

SWITCHBLADE

RBI GATEBALL

AND MORE

alphavite
Software House



INSIDE: MUSIC VID SPESH + ARCADE ROUND-UP ➤

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on the tape

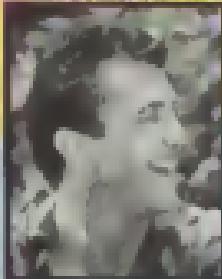
12 metaplex, tank battlezone, monsters

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10 RODLAND (p10) - Is this game about cutely-sexy characters and hitting people with sticks just a dream or a nightmare?

0 MUSIC VID SPESH
(p64) - What'll you be playing on your vid screen? It could be one of these...



0 BIG THRILLS (p62) - What have comics, film, video and records got in common? Err... They're all reviewed on the Big Thrills page!



1 TALES FROM THE SCRIPT (p12) - Once "I know the stars" Hughes presents a further dispatch from film-industry hell. How many times can he mention Julia Roberts, d'ya think?



RAMPART CHALLENGE (p20) - The start of the '90s Humiliation Year 1991. We pop down to Denmark and get soundly thrashed in a Rampart castle-tranny.

DATA

LIFE
FREELS

The name behind the games!

Addictive Games,
Unit 1, Ward House, United
Medieval B91 1SD
Tel: 081-854 0750

Engines Versions Ltd.,
13 North Road, Haregate
North Yorkshire, HG1 5PD
Tel: 0193 821 080

Zzap!64 Games
Unit 9D Godolphin Ind
Estate, Houghton-le-Spring,
Durham, DH4 6JW
Tel: 091-388 7750

YOU GOTTA
FIGHT FOR
YA RIGHT

Just as Hugo (the ex-Sheriff) and the cartoon Viking had put his socks and shoes on for once and suited down to a quill and healing site as Mayor of the city, his daughter goes and gets kidnapped by more恶 than the Mad Over Gang - how irresponsible of her?

Hugo, Final Fight is the sequel to Capcom's one-nighter and U.S. Gold are sure you are going to get all your kicks out of this conversion.

You play Hugo and his sidekicks, Davy or Guy, and some last-minute, or last-Mo-fight, fighters with all the right-and-messiest-punks imaginable.



X VIDEO
PC
CD-ROM
16
SHAMAN

NEWS, PREVIEW

ON THE SPOT: YOU'VE EITHER GOT IT OR YOU'VE NOT!

Save your friends, rescue your parents, entertain your wife for you are... Computer Bobo!

QUESTIONS

1. What creatures are set to scare you in Disney's *Aladdin*?
2. Who are the aliens in which game?
3. A baboon called Kiki introduces which game?

RUBICON AND ON AND ON

Remember Heaven? Well, they're back, under

the new name of 21st Century Entertainment - and what better to shoot off with than a shock-em-up called Rubicon (not to be confused with a den of assassins that dives or an old game from Gygaxland)?

It is set in the year 2011 after a nuclear explosion at a Solar Powerplant and surprisingly enough there's not much left apart from mushroom clouds (drowning sharks, etc.)

Basically, you've got to discern the mutations, clear up the mess, and rescue the planet. What's more again I think you'll need more than the weapons given to you in the game, I'd just telephone God, that's if you can afford the phone bill by the year 2011!

ZONED OUT,
MAN!

A Robozaa is not one of those street comment with a back spot where you can phone other robots, it's actually the latest shock-em-up of the pathways scrolling kind to come from the Insomniac lab.

It's set in the 21st Century where cities are so polluted that no human can survive (should have been London 1989).

A bunch of robots called Thermians The Thermians are brought in to protect the city, until

a load of evil black stick-like robots called Polarians arrived and wrecked the cities, scavenged all the metal they could find then built huge hammers to smash the lot. As well, it all goes to make a good game. You play the only Wolverine left in New York and must stop the Polarians over-running the City.

It has 3 huge levels and is being marketed as '90's ultimate shock-em-up, so it's buttons at the ready!

WITH BEVY BABES

IEWS AND SILLY POOS !!!

EEEE THAT'S GRAND, LADS

Dosman are certainly showing us that they're good sports with their latest two signings.

Grooved is a "take-me-up" of all your favorite type of sports (unfortunately billiards and ham chess are not included) so you can play from the privacy of your own living room without need, sweat and running round only to make yourself exhaust.

The football game is soon either than Giga (the Belgian version) or the one-legged simulation. The driving part is provided by Confidential Games and the tennis by Pro Tennis Tour and to "round"

off have about a game of golf with some other less World Class Laserboard, which is certainly nothing to be turned off about (ough - ouch).

Muskrat, to be in with the 1990 European Foothold Championships, Dosman have teamed up with Taito to bring you Euro Football Champs. If you're in it for the cash-out you'll know that it's a knock-out competition played from a grandstand view with a rather fun feature which allows you to purposefully knock, kick or elbow another player and get away with it if you're not spotted by the ref, that is - um, sounds more like Sunday League.

BOARD-ACTIOUS

Grenier certainly isn't "soared" with the recent success of 3-D role-playing games for they have signed up Space Crusade - the second addition to MB's fantasy stable.

Space Crusade, aimed at a younger market, was cleverly based after He-Man and the Masters of the Universe. MB's fourth best-seller - before the likes of Trivial Pursuit, Pictionary and Scrabble.

MB put the success down to the amount of late and lads and others artwork you get for your pence/marbles compared to the "superior art" found in other board games.

Certainly not my cup of tea, - I've got MB's game of Twister that is an all nighter with Jason. Doesen't a "Straight to Your Heart" board game - I'm an artefact, you see!

TEN GAMES TO DISGUST YOUR GRANNY

(BUT AMUSE YOUR FRIENDS)

1. Boge Trooper - Piranha
2. Sick Dangerous - Microprose
3. Ghostbusters - Activision
4. Thunderbirds - Grandia
5. Phlegm-X - Demonware
6. Ski or Diecasta - Electronic (F)Arts
7. Roboplop - Ocean
8. Guffy's Saga - Ubi Soft
9. Forsaken Worlds - U S Gold
10. Crap Door - Alternative Software (Er... thank you Beverly, that's enough! Ed.)



WHERE THERE'S A WILLIS THERE'S A WAY



something that makes him dead 'ed' and attractive to women.

Dosman certainly think that Graciosa-babes Willis is a star not to be laughed at, for they have signed up the latest film 'n' starring in, namely Hudson Hawk, a John Silver's comedy/musical, which has recently become the second movie to reach the \$100m budget.

We can only hope that Dosman put this much into the development of the coronation - only joking!

He is a pedophile, he's got a recording career and he's singing a crappy pop song which should have been deleted. "Under The Bedsheet" but he's got that certain

DOUBLE TROUBLE

Just what is it about pairs of big 'N' bouncy cutaway walkways (or character, that is)? The Mario Bros are already household names and about to star in their own film, now the Luigi brothers have announced the late arrival of two new siblings namely The Mega Twins and The Brothers Brothers.

Boggs's Brothers Bros are two reformed villains called Mario and Luigi who are mysteriously hired to check out the security at some well known establishments (you're not) (insert). They're in a sort of truce between the Mario and The-Ultimate Bros as they work out the best strategy, armed with prop guns, and do a spot of robbing themselves. Watch out for this very funny and rather spiffy platformer-style game in November.

Now meet the Mega Twins, they might be cute, but they're on a robbing trip from hell, as on board there were the only survivors from a terrible monster that wiped out their journalised land. The game will carry on from the popular Captain Canuck game when 10 years later The Twins travel through 6 levels of dazzling science-fiction on a quest to find the legendary Dragon Egg (yes more) which would end their world in order again. What I want to know is, if they save the timeline from who had changed their destiny?

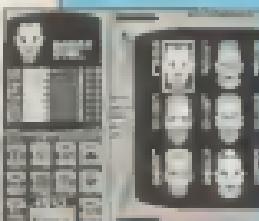
FEEL THE NEED FOR SPEED

If a bigger is a better, it's a bigger 'Race' than Nintendo's sport, Speedball, is back - and for those of you who thought I meant a Bernard Matthews' beef Roast you're wrong!

Speedball 2 is set to knock the space right out of its predecessor, with increased team member selection, more weapons and, more importantly, more violence - you'll even score higher points for injurying an opposition player.

It promises to push the C64 to its very limits, so remember to take cover when loading the final game 'cos it might explode.'

Out in September the game will cost £16.99 on cassette and £22.99 disk.



ARGUMENT 1991
(Diskette July 20)

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PEOPLE DO THE SPACKIEST THINGS!



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Jimmy Hill
had a problem but Bruce
Evans smokes on regardless -
well wouldn't
you if you
were making
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EVERYONE'S A WINNER (BABY) II

Back for a sequel, the YC Office Party between differing astrological constellations has brought everything right up to date.

If you're still going to bring the winners back into the competition next year, then make sure that you've got something to offer.

It's been a year since we last

were in touch with the winners

from February 1991 to May 1991

and congratulations if you won

(you lucky Astrology people!) and

you don't feel like your past

successes have a mouth to your

nowhere to go. In fact, from now

onwards it's time to start thinking

about what you can do for the

winners this time around!

"WHAT ASTRO CALLING?" - YC February 1991

The winners to win at first prize of a mobile phone, model handbag and a copy of *St. Dragon*. Two runners-up prizes of a CD and *Dragon*. And runners-up prizes of *St. Dragon*. All this in addition to a photo album record which we used one of you! If you won *Dragon* Phone, *Guy Brockhurst*, *Brighton*, *Chichester*.

Our writing today was a bit

scruffy reading.

You'd almost think in *Page* instead of *Yesterdays*. I can hear the sound of *London* in the background on the

recording computer. Hard-to-hear *London* in *London* is

the solution, and here goes we are

concerned by *London* too!

But unfortunately after now in

an unusual match, started when

London declared complete

independence from the UK,

now a United Kingdom would

need to disengage the two

independent countries which

we had for seven in our former

The London people know, of

course, that they cannot hope to

control the might of the Soviet

military machine. But they fight

as parting friends before their

final fall!

As busy as they apparently

are, our *London* people are

definitely the best in the UK

now!

Another explanation is that all

the press has left the UK and by

nowhere - to *London*."

SECOND PRIZE: Michael Jones, *Chichester*, *West Sussex*.

His reply was even more

enthusiastic!

"We have really broken out after months of sporadic entry. All the entries in new ones and both sides are taking up arms with all the latest technology. Commissioners are calling off the last chance and

Peace and tranquillity have been passed over. White House or white cardigans have to settle with other

times have been more

passionate as each side with

opposite markings emerged that

should be seen with the

backing of place and projected

People young and old

shoulding in the houses for peace-

making (not for sleep). But their

ways are somewhat obscured by

the noise of increasing sounds and

diminished life.

Other support, otherwise

disjunctive supports and results are

not easily integrable with conventional

dimensions. All

the result is war-

sharing. Balloons chase and

explosives and an increased number

of visitors. These objectives are

far and fast distances, unapproach-

able in the open because of

heat and exhaustion. It is a

and unique time I shall never

forget."

Third place: *Steve*, *London*, *UK*

should play on a computer, it

would be the number of no energy

activities.

The other *Second* prize goes to

no name, Chichester.

This was a rather interesting entry

that was in favour of using many

play areas in the system of the

universe. Outlines of the

systems (*CELTIC*) though the *Alpha*

stars (*CARDIAC*) and *veins* (*veins*)

that is the *CARDIAC*.

They are going to send us the

ADDITIONS TO CELESTINE, but

we can *CONFIRM* that *solids* from

their surface are part of

CELESTINE.

Outliers there are

CELESTINE that *exists* in

CELESTINE?

The opposition are

ADDITIONS TO CELESTINE for

please tell us we are competing in our

TOP 100 clubs.

All right our *CELESTINE* now

exists in nothing but a

SHADOW OF A REALITY!

The question is how is

absorbed the day is called

DAWN OF THEASTOR There are

lots lots of accidents when you

die you must *DEATH* from the

ASTOR!

We hope that this will

and soon *DEATH* AFTER THE

ASTAR the year 2000 and the

predicted signs?

FOURTH PRIZE: *Michael Jones, London, UK*

David Jonathan

Trevor S. Pogson, Steven Reed,

Geoffrey Parker, Peter

Leighland David Hughes,

Hughes, Paul Johnson, Christopher

Tom Banks, Steve Clark, Peter

McDonald, Guy Brockhurst,

David Haines, Steven

Preston, Alan Underly,

Chris Hobson, Charles

Smith, Chichester

FIFTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Here you could have won this

first edition of a *Handbook* based

on the *Handbook* of *Handbooks*

for running which heavy metal

rock star played a key role in

the film. The lesson is all

about learning from *Macbeth*

and the weapons!

YESTERDAYS: *Mark Holloway*

SIXTH PRIZE: *GUY BROCKHURST* - YC April 1991

We asked just how simple to

enter. All you needed was a

postcard to the *Editor* of *Yesterdays*

SEVENTH PRIZE: *PAUL HOLLOWAY* - YC April 1991

Mark Holloway

EIGHTH PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

NINTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

TENTH PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

ELLEVENTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

TWELFTH PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

THIRTEENTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

FOURTEENTH PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

FIFTEENTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

SIXTEENTH PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

SEVENTEENTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Eighteenth PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

NINETEENTH PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Twentieth PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Twenty-first PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Twenty-second PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Twenty-third PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Twenty-fourth PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Twenty-fifth PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Twenty-sixth PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Twenty-seventh PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Twenty-eighth PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Twenty-ninth PRIZE: *MARK HOLLOWAY* - YC April 1991

Mark Holloway

Thirty-second PRIZE: *CHRISTIAN COOPER* - YC April 1991

Christian Cooper

Thirty-third PRIZE: *MARK HOLLOWAY* - YC April 1991

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ANSWER

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RODLAND

When Storm came to show us a few exclusive levels of the company's forthcoming arcade conversion, we decided that the person to write the preview should be youthful, full of joiflity, bouncy and extremely friendly. Unfortunately Rik Henderson was the only fellow available so the grouchy ameg had to do.



There I was sitting under my favourite teashield when up popped Jimmy Tortoise with his little sister and son, and he very nicely wished molly fu-fu "Happy" said Jimmy in his shockingly cheerful voice - for it was his birthday - so I shot him. Now that's the sort of early story I'd prefer to need to recall whenever I'm asked:

I've asked to do a preview of a new game I stuck my fingers up in a threat (I'm probably torturing others) and beat the whole area with a little computer sword.

But when a cutout game like ours comes specify as Rockhead looks to be fit, even get the borked to clean up the pain myself.

The game, you see, is a bit unique. Only, this

JUST WHO ARE THESE STORM GEEZERS (AND GEEZERESSES)?

Er, a bunch of programmers and programmes who, like, programmed the game! (That's not good enough! - Ed)

Ern, and they, er, wrote a couple of other games too, like, er, Saw and Silkworm, probably! (And more! - Ed)

Or, they also have exceedingly good parties at Chromer time, and they take you round to the Pizza place for lunch even if you don't like Pizza so you have to make do with Chocolate fudge cake (which is okay, "Please I quite like chooey fudge cake"). And, believe it or not, they also enjoy doing what fitness and lemonsheads and things, and haven't even seen A Midsummer Night's Dream. (You're nabbit! - Ed)

converted from the popular Jellicle cat-in-op, but to be honest that's the way you grab the ingredients and concoct seven shades of rock candy stuff out of 'em that goes if that "Ooo, what a smashing cake apres-schneesh-of-a-game!" appeal.

This style at most definitely based around a platformer-style type of thing, you have to clear each screen the number of sweet-looking boddies that roam around.

This you do by using your rod of Shredderando Food; later with me it does I all need like an Asia Summer catalogue to keep them, and whilst in your grasp you can beat them on the floor.

Do this three times and they will disappear, leaving a weapon of some description. You can then use those to kill the other boddies and win the game.

CREDIT CARD

NAME: Rodland
SUPPLIER: Storm
PRICE: To be announced
RELEASE DATE: September

A THOUSAND THINGS THAT FAIRIES AND PIXIES LIKE TO DO (OR, WELL, A COUPLE ANYWAY)

1. The woodland spirit keeps their tools nice and sharp.
2. Unseen, a pixie around the house will start growing the hedgehog.
3. Fairies have a small cup called "May-morn" which makes all their flowers in the garden bloom.
4. Pixies can make people invisible.
5. Watch fairies every Saturday from 7am to 7pm.
6. Fairies keep their tiny fairy lights in small chandeliers and
7. Santa Claus' fur coat should be seen here.
8. Fairies can make flowers grow fast, especially if you are the first to pick them off.

Finally...

There are also many flowers placed on the

screen that, if you manage to collect the lot, will change the monsters into



Ouch... **MASSIVE EXPLOSION!** There's a mighty lot of severe destruction going on here, isn't? And we thought they were much more innocuous!



collectable things/guruesses for a while and you'll be able to dispense of them that way.

There's also other original factors, like the lack of a jump ability and a ranged attack-creating ability thrown in to replace it if a you can build a ladder anywhere on the screen at any time - when you build a new one, the old one vanishes.

There are huge

humongous, grottoes, grottoes, flipping huge and no mistakes, monstrosities to defeat every so often and the feel of the graphics and sound, and every other small aspect of the gameplay is carried through and through.

It's all enough to make you frown at your stomach lining come up - but, from the looks of it at this early stage, it'll be well worth it.



ON THE TAPE

What do you get if you put three corking games on one cassette? The YG cover tape, of course! There's loads of joystick crunching action on the tape this month, so load up and play away!

THE CONTENTS

Side A: Metaplex – arcade action game

Side B: Rank Battlin' – another arcade action game
Monsters – a weird strategy game

HOW TO PLAY

To destroy a power unit you must drop a flask of acid on it. Find the energy tanks and fill them by shooting under the ship.

You have levels of laser power, shield, acid and super laser attack. Various messages will also appear in the top left of the control panel.

There is a rather complex

go to the room on the left.
 2 On the floor in the room is a security unit. If you touch this it will alter the status of the left hand column of the centre of the control panel.

3 Providing you have only touched it once, the left column will show,

a) Laser refill option active

b) Gear type one spot

c) The doors to the four rooms with power units are open.

The centre column will show,

d) Side transports active

e) Aim to the right is Refueling. Throughout the sequence you will come across no tubes, you cannot travel

against the direction of air
 d) Electrical barriers are active
 The right column will show,
 a) Aim to the left is moving
 b) Your laser is active
 c) Aim to the right is shooting
 4 If you touch the sensor again then you will alter the security matrix

There are many other security systems throughout the programme. As you find your way around, you have to decide which doors need to be opened and which things to activate.



METAPLEX

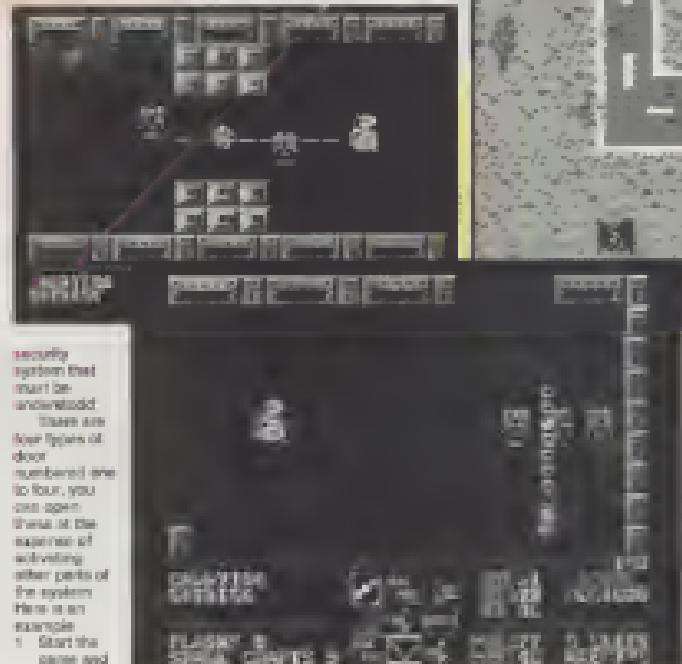
Programmed By: Tim

Tiger Complete game –
 arcade action
 Controls: Joystick

The game is set inside an asteroid, in a huge metal complex, controlled by a two-headed monster called Earth.

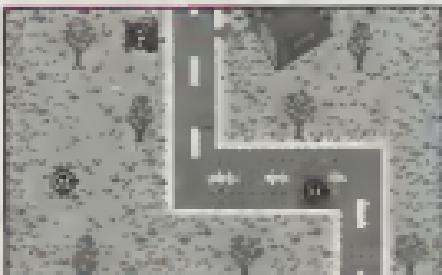
You must seek and destroy him, as he intends to destroy the Earth. To do this you must shoot down four power control units, to sufficiently weaken him and bring him to a destructible base.

After you have done this, a door will open on the last section as you can imagine.



B

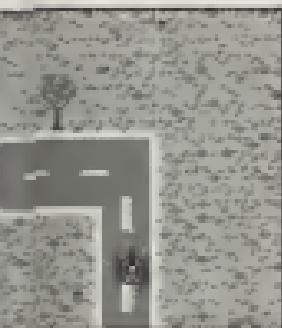
to try and burn out a rather large munitions factory. A sequel was announced which



TANK BATTLEZONE

Programmer: Andrew Bowell
Type: Complete game - strategic action

Controls: Joystick in part 1 and part 2 for two-player game.



was decided, one day during *Madonna II*, that a special track could allow the next battle among lines

consisted of a tank and heli trooper. It was named the 'battlezone' squad.

They had to travel across a huge, heavily-defended land, but it was hard due to the randomness of the squadrons, that they could pass or missed.

If they had to destroy defences, then they could work well together - being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous invasion and strategic, it's up to you.

HOW TO PLAY

Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each port is required, although one player can play with joystick in either port.

The idea is simple, shoot at the defended and try to make as much progress as

possible.

The tank has only three on the rounds. Kill the helicopter can anywhere. The strength scrolls up only, so be careful in the tank that you don't run out of need of turning a double left or right corner.



The action can get pretty hot. Keep until and work together!

MONSTERS

Programmer: Gérard Cools
Type: Fantasy strategy game
Controls: Keyboard

Monsters is an easy-to-use fantasy strategy game in which you can trap, set and

instruct monsters to fight other monsters and win cash prizes.

The aim is to take control over Cybill, the battle recorder and earn over £500 credits, so that you can refer

HOW TO PLAY

The play is straightforward and instructions are contained in the program.

Basically use the function keys and special keys to select various options off the menus. The menus are self explanatory and easy to follow.

Try to build up your monster by improving it, and buying weapons.

TEN DIFFERENCES BETWEEN STANLEY PRECISION DATA SYSTEMS AND MADONNATM

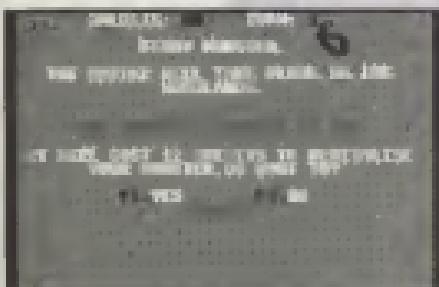
1. Madonna uses 'Vogue' - S.P.D.S. didn't (and probably wouldn't know how to "vogue" anyway)
2. Madonna is American. S.P.D.S. are not (and are based in Derby, Nottingham, which is nothing like America)
3. Madonna is very rich. S.P.D.S. are not, probably (do you reckon they make millions from their returns, mind?) No!
4. Madonna likes Stanley Steemer. S.P.D.S. don't
5. Madonna doesn't accept V.G. paper returns. S.P.D.S. do
6. Madonna writes poetry books. S.P.D.S. do too (i.e., are you sure about that? Ed.)
7. That's it.

So if you've got a problem with this issue's V.G. tape, don't send it to Madonna, send it to

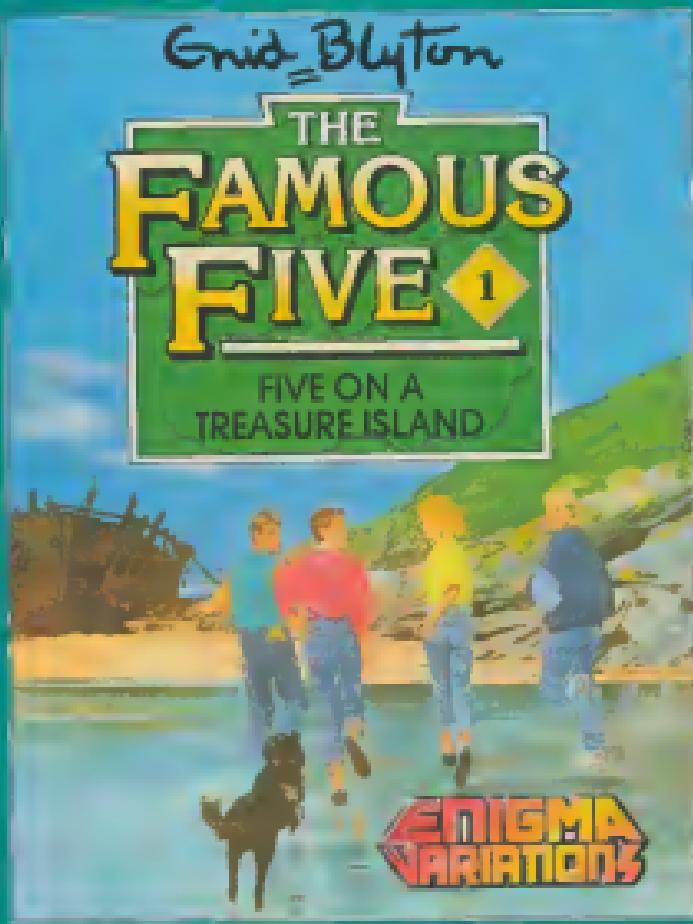
V.G. Tape 20 Berrymore, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Bellamy Road, Winstan, North Industrial Estate, Derby, Derbyshire, DE7 1UX

(but make sure you've checked your Datavision with some other games and tried adjusting your tape heads before you send any dodgy paper back. Thank you.)

* Don't quote us in court.



RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart.

AVAILABLE SOON FOR

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OOZIN' EUGENE'S SCUM OF THE EARTH



I was quite surprised when Eugene bounced into the office the other day and apologised for his 'irrational behaviour' last month. He then proceeded to kiss all the staff in turn and sing a rather odd song about the 'nicer things in life'.

Of course, appropriate authorities were called immediately and he was carted off, with no resistance, by the 'men in white coats'.

It was later discovered that someone had slipped something funny into his coffee, and after a vitamin injection and, a few hours rest, he was back to his normal self. Who ever was responsible, could they please give him a bit more next time?

First of all this month, a selection of games from Russell Hough

Poker
Degrees
Unlimited Inv: POKD 0202, 172
Unlimited money: POKD 11720, 00
To start the game again type SYB 2138

Chuckie Egg II
Unlimited Inv: POKD 24577, 1
Win 2000, which is instant

Street Glance Strike
Unlimited Inv: POKD 8287, 172
Unlimited money: POKD 20400 to restart

Karma
Unlimited Inv: POKD 1000, 168
Unlimited time: POKD 20000, 168
IPX 22550 to restart

Dreadnaus
Unlimited Inv: POKD 1028, 172
SYB 2085 to restart

All of these games need to be reset before the poker can be entered. These games, however do not have to be reset.

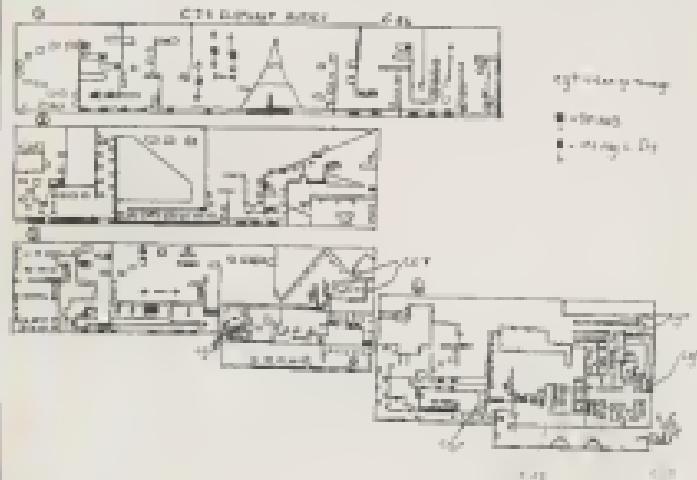
Fighting soccer
Shoot from the penalty spot to score every time.

New Zealand Story
Press shift and left arrow key to skip levels. You will still have to hit the end of level buttons though.

Cheers Russell, 10 crispy funky cheezy pizzas in an 8x8.

POKES

Now for the complete
recipes for
CURE
**ELEPHANT
ANTICS**
Author:
Solemnly
provided by
Gunner Daffy
from
Goonies
I think
that deserves
a honour
scroll, thank
you very
much! Current
Up the
way, to check
on this game,
type **THUGGY**
ALIVE
HOLE



COVER GAMES

RESCUE: press , " and the shift key to indicate a level.

END GAMES: press runstop, shift and push the joystick up and you can pass through the floor of the screen, if you are surrounded by items.

DIP DIVER: type **POKE** 120409 185 to stop the basic grounds from killing you.

Thanks to Alex McCann for most of those.

MEGA-FIENDS FROM HELL

Rory 'Hedgehog' Stamp
Scored 31645 on Cyberdine Warior

Cesar Ortega
Scored 300057 and completed Dragon Breed
Completed Double Dragon scoring 72348
Completed Qaza II.

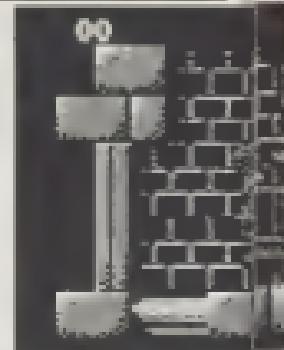
Alan Morgan of Liverlok sends in a few high scores and challenges anyone to beat them.

EMILY HUGHES INTERNATIONAL SOCCER 21-7 [skill level 10]
10-1 [skill level 10]

NAVY SEALS
22140 level 1-6

A chest from Robert Atkin

JUDGE DREDD
Hold down the keys **SYLVE** to
get to the end of the present
level



A couple from Richard Masanti.

DIRTY, **POKE** 15942,173 with
SYS 6152, after resetting your
computer, of course.

DODGITS AND GOBLINS
POKE 2170,250 then 870,
2125 again after a reset.

Now for an Action
Display or Expert **POKE**
from Anthony Robinson

CRAZYPIRES
POKE 1325,172 for
infinite lives

二〇〇〇年 九月

1982 MEIS-TELECOM INC 800PLATE
8130000001 CA-JCA-1800000000000000
1980 MEIS-TELECOM INC 800PLATE
80000001 CA-CA-2000000000000000
1980 MEIS-TELECOM INC 800PLATE
80000001 CA-CA-2000000000000000

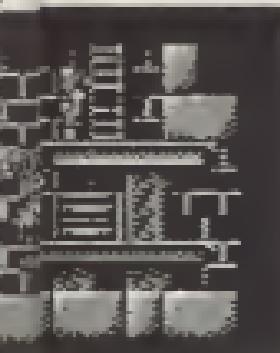
Please, return after each line and when you've done, type **Right**. You should have four through about 10, mostly on one sheet per board.

Thanks to Neil Chapman for your interesting site

LAWRENCE

You must get the top score
on the high scores table, and

order given below as
"SILENT" followed by four
spaces.



**MORE VC
COVER TAPE
POKES:**

Digitized by srujanika@gmail.com

Press **OK** to enable
administrator visibility and use
CTRL+ALT+DEL to start the
Windows Task Manager.

卷之三

Point 127-ml-073 for
values from and their
12000 to start the game

Some hints, police and a map from Wesley Clarke in Australia who wants \$1000 (or "about \$100 bucks") for his dangerous knowledge.

三九经络学

Type in your name on Flairup to start on level two, and try GLLA for level three.

REFERENCES

卷之十二

Lennart is best suited as a producer.

Last Page 22812

Last full page 7/4/17

卷之三

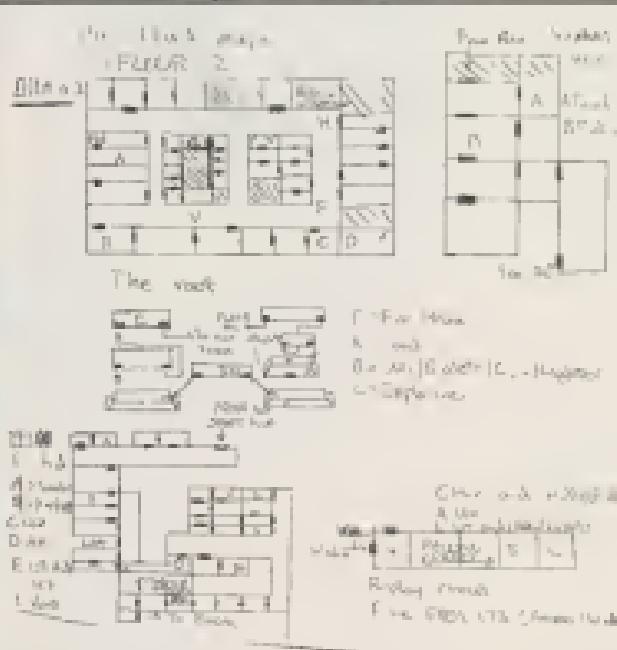
Finally, you can download many more art files, expand your library, and share them with your friends.

Brand: the case becomes faster and opponents hug the road. Be careful when driving to overtake.

Spain, this track contains a funnel-like section and has the most 'G-force' into the corner (bottom) or will be the most

Monsieur, this is a difficult track. Your car slides around a lot and the other cars go very fast. There is also a longer bend.

Finally a copy of **DELL BOARD A POKÉ** to go with this, arrival is POKÉ 5881,173 for universal conversion. Thank you very much Michael, your cash is on the way!



Here are some tips from our friends in Oz, taken from "CyberTechnologics". Thanks Jack, or I guess I think you deserve a crunchy ten pound note for your efforts, unless we can find any Australian money lying around.

Final one for Adam Sharp who earned a cheetah for PREDATOR:
POKE 0072188 for infinite items
POKE 4C010185 for infinite arrows

POKE 4189189 for infinite grenades
POKE 7179189 for infinite items.
They do not seem able to kill the以人民 or the tree trunk. If anyone can help, please write in.

REBRIGHT RESISTANCE
POKE 2185285 for 285 items
POKE 10882175 for infinite weapons,
POKE 4888175 for fire weapons

GARDENER OF THE CROWN
POKE 6489185 for free items,
POKE 7050185 for free crystals

GUARDIAN
POKE 11825181 for infinite items.

RETRODAD
POKE 932389 for invulnerability

GYBERNARD
POKE 11552185 for 285 items
POKE 28870185 for infinite items,
POKE 3475185 for invulnerability,
POKE 11575185 to start on any level

These codes require a recent cartridge of some sort to work.

Thank you very much Nigel (I just found your name), your money is on its way.

WINGERS CORNER

Neil O'Connor would like some help with Last Ninja 1 and 2, Myth, Fantasy World 2nd and Monkey On The Run.

Mark, I am looking lots of help. On Myth, press 'Z' and 'shift' to obtain most weapons. On Monkey on the Run, type 'I WANT TO CHEAT' in the high score table and pick up the book on the second screen.

Rob Gimp would like some help on Flimbo's Quest and Defender of the Crown.

Nigel Mansfield would like a "non-cartridge based" poker for Rainbow Islands.

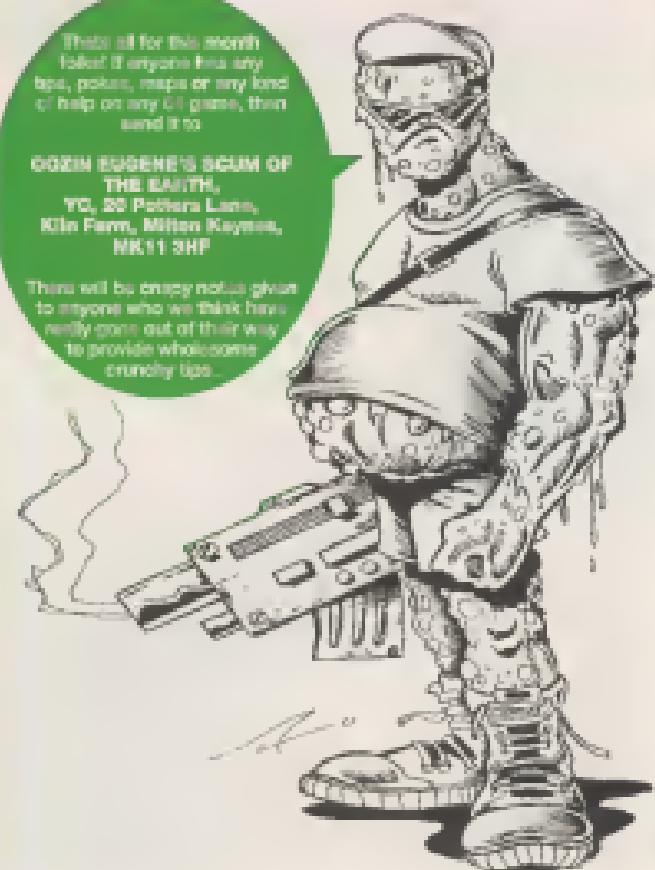
Leigh Hall would very much appreciate any help she can get on Interceptor's 'Tales of the Avian Knights'.

Mr S A Fleet requests any help he can get on anything at all. Mental or physical.

That's all for this month.
Follow it anyone has any tips, poker, maps or any kind of help on any C64 game, then send it to:

OGZIN EUGENE'S SCUM OF THE EARTH,
TO, 20 Potters Lane,
Kilm Farm, Milton Keynes,
MK11 3HF

There will be cruddy notes given to anyone who we think has really gone out of their way to provide wholesome crunchy tips...



THE YC
HUMILIATION
TOUR 1991

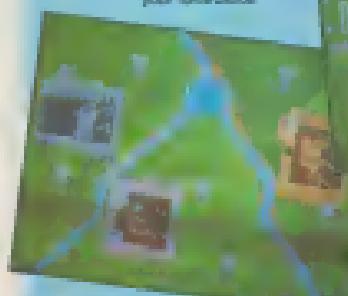
Once upon a time the YC boys thought they were quite good at the old games malarkey. Little did they know they were really absolutely crap, and after a bright executive thought up the challenge idea the lads were about to be educated. Rik Henderson reports about the team's embarrassing display. Jeff Davy takes the snappies.

THE GAME

Rampart is the name of the game, and it's not to be confused with a pretty posh-offer released a few years ago called "Ramparts".

The new Tengen machine (one of the most recent acquisitions for Domark) is a strategy game between Missile Command (that old Atari cash-in where you have to control a track-ball and shoot lines that come down from the top of the screen) and Tron (where, do I really have to explain THAT game?).

What you have to do is build a castle wall around your castle base (the computer does this automatically at the start) and then place a number of cannons within your fortification.



Then you'll be attacked by invaders, gather together players with the same limitations or a fleet of ships (one-player couple) which try to beat the living out of your castle, and...



You get to do the same to them by controlling a cursor with a track-ball (hence the Missile Command link).



After this time, the destruction is reduced and you have a brief time to rebuild your walls by using Tron-style blocks that appear on the screen (jungle, hah!).

If you don't manage to do so you lose a life or a credit, if you do you can even be adventurous and attempt to surround other castle bases and the rulers give you small bonuses.

The game is to be converted pretty seriously, but we'll have to wait 'til next year to see it on the home computer.

Rodol

IN THE DOMARK CORNER

Weighting in at around £60.00, the Domark lads were looking forward to the sheer vindication they were to experience.

They were all tipped as the favourites to come out of it as the victorians, but Final Days was their longest fought as the ultimate winner and Paramount Pictures wins, sure who is best the last six days.

The team (from left to right) Richard "Rik" Davies, Eric "Destroyer" Ziff, James "Pit Bull" McCormack



Impart Challenge



THE TOURNAMENT

The tournament was structured so it was one against one for the first round (so you can have up to three players in Brampton all in one hotel) and the three winners would meet in the final, and the three losers would meet in the consolation final.

The games themselves would continue until one of the players had collected ten points, when they had run out of credits and must retire from the game.

Also taken into consideration was the fact that the YC team was still likely to be completely strapped and therefore go out in the first round, if they were each up against Domain opponents.

So all the names were drawn from a hat in order to give the journalists from a fair chance.

THE COMPETITORS



IN THE YC CORNER

The YC team knew they were up against it in the first, mainly due to the fact that Jason had never played Brampton before. Jeff had only played it for about an hour at the Arcade track show and Rick had some respect when he was at Domain last.

They were going to get a night stuffing and no mistakes.

The team Jason left to night Jeff 'Macho' Davey, Rick 'Flea-kicker' Henderson, Jason 'Bull Fighter' Miller

ROUND ONE

James McCormack (Domain) vs. Rick Henderson (YC)

James was the least experienced of the Domain team, and Rick was the most experienced of his side. Even still, he was crushed to a humiliating defeat and the hope now rested on Jeffrey's shoulders.



FEATURE



ROUND TWO

Jeff Davy (YC) vs.
Jason Miller (YC)

Thanks to a fakie draw we were guaranteed of getting one of our own through to the final. From the start it always looked like it was going to be Jeff, and he cruised to a convincing win.



THE CONSOLATION FINAL

Rik Henderson
vs.
Jason Miller
vs.
Richard Browne

With two of the magazine helpers, the plan was to go up on the Domark challenge and snap him out of the game fast. Needless to say, it failed abysmally and Richard romped to a convincing win.

First: Richard Browne
Second: Rik Henderson
Third (ex-ist): Jason Miller

THE GRANDE FINALE

James McCormack vs. Jeff Davy vs. Erol Zya

The bookies decided to close up the shop as soon as the final line-up was made, and by rights too. Erol cruised easily to the first YC challenge trophy (ie, a plastic cup), although there was a lot of a victory for the humiliated team for the fact that Jeff managed to knock James into third place and therefore take second place overall.

First: Erol Zya
Second: Jeff Davy
Third: James McCormack



ROUND THREE

Richard Browne (Domark)
vs.
Erol Zya (Domark)

This was 1/2 of the preliminary rounds, with both Richard and Erol being Domark masters (what do they do in their lunch break?) Erol managed to win in the end but only on points as Richard beat him all the way.



THE TEAM RESULT

To find out the team result we decided to award the winner of the final six points, the runner-up five points, etc. And this is what we came up with -

DOMARK - 10 points
YC - 8 points

Which goes to show that the YC team are quite surprisingly crap, and Domark are rather splendid!

NEXT ISSUE:

Next time the teams come up against Stomps, which will be utterly humiliatin at such speeds machine to Double Dragon II, Rockstars, Indy Heat and a couple of others! See ya then!!

THE YC GOODY BAG



Whence walking down the street t'other day, a large man approached me and asked if I could handle a sound punishment. When I enquired into the origins of his question, he replied:

"My kid nearly had a bleedin' heart-attack last month thanks to your 'overly generous' Goody Bag. Tone it down boy, or I'll really sort you out!".

So this month, to avoid death and mayhem in the streets, we are down to one page. This doesn't stop us from giving away even better prizes than ever, though!

Besides, I didn't know his kid suffered from "crunchy" cholesterol arteries.

5 MOCK TURTLES LP'S

Straight out of Asia in Monsterville these curious creatures of animal consciousness could transform your bedroom into a spectacular Roosthouse of mocking birds. On the other hand, you could listen to it at a friend's house, or at a party, or in your car so whilst your jemming the postman is digging the garden (Can you dig it? He had it). These highly variable others could be followed to just about anywhere, and if that's not so, just write MOCK TURTLES UP on your postcard and send it to us.



5 RBI2 BASEBALL CAPS

If the idea of doing IBM impressions by wearing one of these backwards seems like a good thing, then you're entirely mad. Why? Because they say 'Dame' on them. They are not pretty cool items of clothing though and would go well with your Rainbow Arts t-shirt and look good when dancing to Jesus Jones. They can be worn pretty much anywhere. Write 'BASEBALL-CAP' on your postcard.



5 JESUS JONES VIDEOS

If you happen to like it won't stop dancing and by chance all of these chocolate mites have really nice bands, then you won't want to miss out on this opportunity of winning your own Jesus Jones playing live in my 'next' video (as mentioned in 'The Bellies'). All you have to do is write 'Jesus Jones video' on your postcard.

5 RAINBOW ARTS T-SHIRTS

These cleverly designed sheets of cotton can be placed over the top half of your body and complement a lovely pair of green denim really well. They also say 'Rainbow Arts' (ardonously) and make you feel good when the sun comes out. They can be worn on all occasions, at parties or down the pub, on the beach, at weddings and even at work. Write down this bit below. Ed.

They should be washed at maximum temperature in a coloured wash, and ring dried and stretched back to original shape whilst drying, probably.

**Rainbow
Arts**

Please send all your cards to 'THE YC GOODY BAG IV', YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK12 3HF by 1 September 1991.

If you want to enter more than one (or even all of them), send a big envelope full of postcards, with 'LOADSAPRIZES' written on the front.

POST APOCALYPSE



It's time for the column with huge amounts of letters, sarcasm, and blood. The satanic rituals are over, and Posty has other things on his mind! So pull up a stool, get yourself a pint of lemonade, and sit down for the ride of your life... Post Apocalypse is in session.

If you've got something to say about YO, or any other subject (teenage angst, etc.) write to: POST APOCALYPSE, YO, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

All right mates, how're doing? It looks as if the Aussie readers are winning the battle of the letters - what are you poor readers doing? C'mon and write us a letter, or else the column will eventually be taken over by muckers from other nations (although they're more than welcome to drop me a line)...

specify the format or show screenshots from each iteration (which is what Kreuzer did with Mine, Mind).

I was very angry with US Gold (although they are certainly not the only guilty party after buying a copy of *Hung Rider*). On the packaging notice outstanding screenshots were shown, so I took them to be Amiga screenshots, but still expected to see a real soccer game on the disc, even if it wasn't as good. When I loaded the game it was astonishing to see an overhauled game at the price, until we saw a reference or error. It looked like a completely different game.

Marcin Gondola,
Sydney, Australia

SHOT-EM-UP

As a Commodore 64 owner, I'm used to looking at a game's packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should

be fair... Aren't we treating them? What's your problem?

July 1990 was a superb body game on the C64, and was also sufficient the most impressive Amiga - so if you can't stop whining I have to

come round and give you a good going over.

To be honest the only software publishers should send on the packaging of all their games and pictures of dead bunny rabbits - should stop the crackly cut-up stuff.

BUDGET PLAN

How are you doing? I'm doing just fine. I got a D&D for Christmas, so I'm getting your cool PC mag.

I've got a question for you though. What are your three best budget games? Mine are Last Ninja,

Berkshire 2 and Paperboy.
Jen Bagshaw,
Northumberland
P.S. I think your free tapes are great!

PA: What you mean "How are you doing?" Doing what?

You're mighty confused, my good fellow. But if I put you straight about budget games, it really depends on what your budget is. Is it determine what a budget game is?
For instance, with what MD pays me I could just about afford a packet of cards, whereas Jeff [the author of this fine magazine] gets his sign money - or the computer programme that converted the "Cossack Desert Sharks" officer would be his love budget game [you should see what his "full-price" collection contains]

THE LAND OF OZ

Just a thank you for your terrific mag. I buy it each month, although here in Australia we are three months behind.

In your November issue you offered a free tape and although I never got that mag in February I wait for the tape since expecting to get it. But, now, it comes in the mail yesterday!

No, never mind, a big, big thank you for caring about your readers in Australia.

Matthew Bonello,
S.E.Q., Australia

PA: Not only do we care about you unfortunate people, but we

watch all your culturogrammes! Neighbours, Home and Away and Prisoner of Cell Block H are my specialities, and the last one is as good as any Shakespearean production [but do you think there's nothing else?]

YANK 'EM OFF

I've just read "YEP" for the first time and I have to say, what a fabulous magazine! At least it certainly looks like others like *Neighbours* [whatever that means].

Anyways, as I'm putting off the grand old U.S. of A. soon, I was wondering if you could advise me if I should buy any games from there, or for that case, if they'll work over here? Please help!

Also, could you please tell me just how long your reviewers spend playing a game before they get down to writing a review? Do they try to complete the game or simply play the first few levels?

I ask this because the market for "old" software is not too accurate for some games, like *Mighty Robotdock*, which isn't all that interesting after a few days.

Hamish Goudsmit,
London

PA: Games sold in the U.S. are just the same as over here. Our guys probably have a problem in finding software titles that aren't CD stuff. The PC is the popular computer over there, and obviously nobody wants a cassette deck.

And this amount of time a reviewer spends on a game varies, depending on the reviewer and how good the game is. If a game is crap it might not last too long before landing in the bin back at Avery Computer Source Market - although it kind of that for humorous value).

Also, PA has far more tolerance, and will try to finish even the most difficult games [even though term today consists of three hours]. Jeff and Jason can split a half game from three days and even longer too much if they know everybody's gonna agree with them.

By the way, *Mighty Robotdock* was nice!

LETTA OF DA MUNF

A GOOD GRILLING

PA: Let me ask you a few questions:

- 1) Will there be any wrestling games coming out for the D&D, the Manx Event or WWF Superstars?
- 2) Why don't Bethesda bring out one of their games on other computers? They would make millions of thousands if they released "Manx Bros" or "Dolos", to name just two.
- 3) Why don't you put a cover on your tape? Commodore Format and ZT's manage to do it and they only cost a measly \$25 to these guys.
- 4) Is Last Ninja 3 really as good as you said? You gave it 100%.



P.S. Could you give a list of all the Manx' highest scores on Berkshire? Mine is 11,200, is that good?

PA: Keep up the good work!

PA: I suppose I'd better answer your queries.

1) Yes! Ocean just announced the forthcoming release of WWF Superstars for the Commodore - see Data for more details. I'd like to know if anybody's ever gonna release a game about furry creature-hunting!

2) Bethesda wouldn't release such a hot product on our computer! Most people buy a Bethesda as they like play games like Super Mario Bros, so it'd be stupid to sell a game for them just when they're theoretically selling it for nothing! Not only that but they really don't need the cash, they are expecting to have sold over 25 million Commodores worldwide by the end of '91. God knows how many off the regular releases they'll have sold!

3) Why should we expect you to laugh up a storm? Just think about it: you could buy a Manx bar for that, what would you think if we took a little Manx bar to the comic book stall - cause in theory that's what we're doing!

4) Yes! It's the mighty late that drags between a dog's legal

By the way, our highest scores on Berkshire are so high that you could add them all together on one hand if you've got about 10,000 fingers! So your score's quite good really!

It's here at last - it's the bonafide final. The part of the epic competition that you've undoubtedly all been waiting for! It's the end! Six of the most trivia-minded industry bods clash at last!

(The setting is a bright, gay and even slightly tacky TV studio. Standing at the front of the stage is a computer, pricing them out of our viewing & spicing us up. He begins to speak...)

Hmm... in case you're wondering, for the last four months we've been getting vicious sections of the computer game industry on their backsides from knowledge.

In the first round it was PR people, in the second it was programmers, in the third VCs (who got a bath and the fourth last month, marketing directors were the target of our attentions).

So, waiting behind me, there are four people (including me, since we need two contestants, we also have two already) deserving more or less points from previous rounds to pass me numbers, er, to make it more interesting.

Everyone who's taken part will get a certificate, whilst the winner will get, er, an even better certificate, with "winner" written on it in gold ink, and it glints like the day Computer Party Champion™ is it. A signed black leather pen. Remember, this is satellite TV and our budget is small.

But without further ado let's... meet the contestants (these audience shamed

THE CONTESTANTS:

Danielle Woodgett (BBC Radio 1): "I don't think I'm going to win," says Danielle. US Gold's PR Supreme (responsible for more than 500 publications) from any other company. But if I had it to vote something else from my wardrobe, I'm not going to walk around with a paper crown!" She'd be listening to Michael Sos Garten, a strange blend of pop and medieval music. Odd, isn't it?

Jon Boner (Protek)

Mr Boner works for Protek, the most completely hideous programming house around. "I'll eat it, I'll indulge a certain amount after I've drinking everything but the tap water and water my plants," Protek's T-800 said some

said. "I've no. And would like to work with children? "I do like children, but I couldn't just a whorem." Er, Thank you, Jon

Jeff Grey (PCP)

The incredibly well-hung (as in he should be fully well hung!) editor of Play Plus magazine. "I may be small, but it's what you do with it," would really, really, really like to partake of that, he would. "You go on holiday to Australia and surf it's surfboards with Kylie Minogue", although we think that David Bowie's "Changes" is more his style. He'd also follow "to all my favorite albums", and "wear very loud fluorescent surfing shorts and a T-shirt with 'PC' written on it right in the tit's with a set

1. Name five Karate-related games, including sequels.

COMPUTER BOY

(aka "A Clash of the Titans: A Meeting of the Minds")

Keeper, and a lot less likely to be the front." Yes, readers, he seems to have realised his folly.

Bernard Beagle (Eidos)

Borned in our MD chomping him

the last time and having got over the consternation from Julie's victory says, "I'll win, I'll have learnt more plots of Merchant's *Pride and Joy* book." He continues: "I shall also



DW Danielle Woodgett, US Gold's PR Supreme, (left), and **JB** Jeff Grey, editor of Play Plus magazine, (right).

2. What are Pyjamastra, Choco Milk and Tomato Waller opus comment?

I don't know, I'll just have to be a wally (Undercover) or subtlety! (Virtua Fighter) [1/2]

Eh? What, isn't it? [2]

3. Which company is to release *Wrath of the Demon*?

Empire [1] Headsoft/Simplis [0]

4. Who is Mel Croaker?

He's a cynical jester & helpful [1] His a person with a megaphone on the phone and a megaphone, that last bit's important! [0]

5. Which company has most of the blood game licenses?

Dynamix [1] Comark [0]

6. How many UK blood boxes sold worldwide?

5-6m [0] A million and something, 3 million, er, 1.2 million! [0]

7. When does *Excalibur II* do?

It's a weekend, 1/6/91, 07/11, 19/12, 1/1/92 [1] It changes the state of bits in New Zealand (Done enough!) [0]

8. Which game did Lawrence 'Van Der Gold' write, about a year-and-a-half ago?

[Little clue] Rinto's Quest [1] (Sung Dutch programme) Rinto's Quest! [0]

9. Who is PCP's programme director?

Richard somebody, er, Taylor [0] 24 hours later and we've had Richard! (Richard Taylor)! [0]

10. Which band hasn't got a computer game about them but references the singles "Never Enough" and "They don't Cry"?

The Cure [0]

OFFICIO OF THE YEAR 1991

(ing of intellects The Like of Which Has Never Been Seen Before")

THE FIVE BEST

my famous Photo-shoot which makes me look frighteningly mature, just like Julian 'I'm Intense' Longley-day' by Bill Atkinson, after all it's summer. I close my shorts and I'd be on the way to

the pub! Excellent!

Mac Henderson (M) Your Amigo: Fresh from putting together a "1990s Spanish" No. 10, Mac declares, "I'll tell everyone, I'll

show my exercises with Odysseus and fly to Sweden in a small wooden shell called Odysseus. It won't be out of purity/synthetic fibres. It'll need Chequing," and adds, "trust you mind my funny

"bachelor bistro?" before putting out.

Mike Clark (Castiel Masters): Mike was a career 40 in the first round but is planning a new assault this time. He says that's his error. "I'd like to sell around the world and meet lots of people, especially buyers from major chain stores so they can purchase lots of Castiel Masters products in order to bring about world peace!" He says he'll be listening to his "Dough and the Blue Collar" record if he's the champ. "We here we ought to mention that he has helped us with (Oscar) J. Winters, Foster Hegg, Hippo and



M. WATERF, Wu Ai Kung Fu,
Feng Master, Bruce Lee [B]



WOTEF, K. Kaneko, Bruce
Lee, Last Ninja [B]



M. WATERF, Moja, Last Ninja,
Bruce Lee [B]



M. WATERF, Kuan Shun Master
Kung Fu Master, King Fu [B]

They all have "Wife" in their! [B]

They all star Wales [B]

They all feature a Italy [B]

Character called Willy [B]

Dream [B]

Freddy/Kimber [B]

Empire [B]

(Look it up) Dr. Empire! [B]

He is a pundit [B]

A slightly looking, sensible, intensely serious [B]

Industry Dog! Inventor of Personalised! He wrote a book with Graeme Garden [B]

He is a holding, period cult, does anything for money and has a paper than the Internet French [B]

Domest [B]

Domest [B]

Domest [B]

Domest [B]

I think [B]

A chain over 1000 (Don't mind) [B]

I am... [B]

Am [B]

If it were the lot! (Does enough) [B]

A binary function that helps prevent division problems. (For a practical answer) [B]

If tips them! [B]

If your two input lots are different than the answer is true, if they're the same, then false [B]

(We much prompting)
Pimbo's Guest [B]

Pimbo's Guest (After a massive
clue) [B]

System's to dodge Dutch
programmer, he wrote Pimbo's Guest [B]

Pimbo's Guest [B]

Richard Taylor Herald [B]

Richard Taylor [B]

Dr. Your (In Richard Taylor) [B]

Richard Taylor [B]

The Guru, of course! [B]

The Guru [B]

The Guru [B]

The Guru [B]

COMPUTER BOYS OF THE YEAR 1991

How They Got to the Final

ROUND 1: PR-TYPES

Dorothy Woodyard
(UB GOLD)

And:

Mike Clark (Code Masters)
Daniel Marchant (Storm)
Nick Hammons (Flamebox Arts)

Terry Lock (Domek)
Garry Campo (Microsoft)

Dorothy won by a landslide passed by easily
smashing the YC computers on a question
about the first Run Europe.
Mike Clark beat her in
the final round.

ROUND 2: PROGRAMMING- PEEPS

Joe Boner (Probe)

And:

Carl Mater (ProbeMaster)
Chris Schenck (System 8)
Bobby Davis (Cover)
Richard Taylor (Fascination/HD)
Jason Page (Intelligent)

The Probe team shamed
tremendously by phoning YC via
our other line to ask Rik
the answer! So we gave
them the point in question,
and they won!

THE ANSWERS:

1. Why is the exploding pig, International Karate, Lemur Man, Yo, Anilung Fo... There's loads of these damn things! One of the most popular game genres ever!
2. They didn't explain it called Wally!
3. Draper. It's going to be on

ROUND 3: THE YC STAFF

Jeff Derry

And:

Rik Henderson
Barney Gardner
Paul Evans
Paul Phipps
Peter Apelian

Big Jeff reckons that this
one was a tie, cos Jeff's
the Editor and he won by
just 1/2 a point. Says Jeff
"It's a tie" although some
contestsants claim he has
never even passing money
to the computer behind the
tax machine.

ROUND 4: MANAGING DIRECTORS

Bernard Duggdale (Elite)

And:

David Darling (Code
Masters)
Geoff Brown (UB GOLD)
Tony Kavanagh (Portwest)
Cormac and Mark
(Domek)
Hans-Eaton (Intelligent)

This was a very close
heat. There was and had a
point in it but Bernard
Duggdale just nudged it
by scoring full marks!

cartridge in September and,
with any luck, released in the
next issue or the one after.
A May Coupland is a universal
figure in the computer industry.
He formed a company called
Automatic and wrote a classic
game called "Piranha" which
offered a Golden Oscar to the
person who could follow the
item to where it was FINALLY

YES! IT'S THOSE CREEKY QTS AT PROBE, AGAIN!

You may remember that the last time Probe made it down to the podium they beat Pro and got third. This time, so far as anyone in our
programme committee is concerned, Paul Cowan (Paul Cowan YC),
Sales and Marketing lead, was presented to be Stuart Disney (the editor
of YC UK). The computer guru has won a major competition to get the
answer. And they would have got away with it too if they could've had
a bit of help. Royally! Gosh... if it helps I better let them know about it - in
this case, Rik and Jeff clear the air! And Prober didn't find out the
answer from us!

"They tried ring us a day later with their answer to that AND then
tried to tell us the question which they got from COM International!
Cheeky sods! He pointed!

THE POINTS:

Dorothy Woodyard (UB GOLD) 13

Joe Boner (PROBE) 13

Jeff Derry (YC) 13

Rik Henderson (YA) 13

Mike Clark (CODEMASTERS) 13 1/2

(on Mike half for offering us the massive egg! Thanks Mike
but we can't afford to give you the extra 1/2!)

But the overall Boffo Winner is!

Bernard Duggdale (ELITE) 14

His prize is on its way!

We salute him, no-one knows as much
computer trivia as he does, he's the new
champion for 1991.

8. Richard Taylor: He also wrote this issue's Boffo question.
What a coincidence that this
question should appear, eh?
10. The Com: Here at YC we
often like from you all your answers
guessed?

COMING SOON!

Computer Boffo is over for
the year but look out for
future challenges from HD
Over the next few months we
plan to take on
Management, PR Officers,
and the like, of things like
Promoting, Advertising and
anything else you can think of,
so as to go on our regular
"YC International
Tour" where we get roundly
trounced by the various
gurus that are being
converted by the Computer
Age challenge. All the and
more in the future

Get into the picture

Probably the best
joysticks in the
world!



STAR PRINCE

The Star Prince is a superbly designed joystick. It has a large, comfortable grip and a smooth, responsive action. The joystick itself is made of a strong, durable plastic and is mounted on a sturdy base. The Star Prince is perfect for all types of computer games, from strategy to action.

£14.99

MACH 1

The Mach 1 joystick is a sleek, modern design. It features a compact, ergonomic shape that is easy to hold and control. The joystick is made of a high-quality plastic and is mounted on a sturdy base. The Mach 1 is perfect for all types of computer games, from strategy to action.

£10.99

EXTERMINATOR

The Exterminator joystick is a unique and fun design. It features a large, curved shape that looks like a hand holding a weapon. The joystick is made of a high-quality plastic and is mounted on a sturdy base. The Exterminator is perfect for action games, especially those involving shooting or combat.

£12.99

JOY STICKS
Computer Games Joysticks are available at all major computer stores and bookshops. Call 01 593 1234 for more information. Prices are correct at time of going to press. Computer Games Ltd. 20 Highgate Hill, London NW1 8QH. Telephone 01 580 2222. Computer Games Ltd. 1000 Park Lane, London W1K 4JL. Telephone 01 580 2222. Computer Games Ltd. 1000 Park Lane, London W1K 4JL. Telephone 01 580 2222.

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THE FAMOUS FIVE IN THE
CAVE OF THE CRIMES



JRES

INTERLUDE - THE SEARCH FOR SPOON

[Off to James who is in the bath, reading a copy of the "Treasure Guide to Mystery Rock Collection".] James looks up a little startled.

Oh, er, can you move your hands? I'm ready yet! [Cut to a heading entitled...]



You are in the room where you are staying at the hotel.



You are standing on the platform of Keppler Station. Keppler Village lies to the east.

TYPE TALK 1 PRESS A KEY 1 GO

THE FAMOUS FIVE ON TREASURE ISLAND

SUPPLIER: EMERALD
VARIATIONS: 1
PRICE: TAPE - \$19.95

"Humph!" and "Lisp-luggs and lumps of ginger-beer" and "Humph!" again and other sparkling pleasantries are past and paroxysm of Five Fives is Famous Five names.

Oh yes, I remember the names of books well. I had the whole series I reckoned.

Aye, there was I, a wee nipsy, chink-chinkay by the snuffal, saved by a steady supply of the jolly adventures of Julian, Dick, Anne, George and the blithered dog Timmy.

But let me ask you this, what-on-earth was our dad thinking about when she named this lot? Aunt "Humpy" and likely Uncle "Quarter To Six"? I mean, really, still on, lev-a-clock, I ask you, etc.

Any road up, the text/graphic adventure includes some intriguing characters handling using a system called Wordstage.

The game begins when

Julian, Dick and Anne visit their Aunt and Uncle. This is the very first adventure so they don't get to meet George, the kantucky girl and her dog, Timmy.

From them they were then sent onto treasure island, full of abandoned villages and ancient castles. Great fun, as I recall.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system, it doesn't present realism, just an impression of a game full of senseless random events.

You can TELL and SAY things as well as ASKING them ABOUT things. Characters have their own special talents as you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages. Julian is strong, while George is the best treasurer.

You can even split the five

to explore several directions at once. This is essential to overcome one of the problems.

The power is set to modern standards with linked sequences using AND, THEN and OR clauses. Prepositions can be used to alter the meaning of words and group commands such as ALL and EVERYTHING are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages, and graphics which pertain to selected locations. They are very well drawn and appear instantly on screen - pretty good going for graphics of this complexity.

The lower section is the text input area.

Highlights and cutscenes fall upon the player when you can't examine something. The RAM is automatically displayed ready for you to EXAMINE something else, very thoughtful and user friendly.

But the power doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Critiques apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Emerald Variations are working upon a sequel to this first Five investment because I am sure it will be enjoyed by all Computer adventurers.

RATING = 81%

[Cut back to Alan who is being dragged, but first, out of the oven situated in the kitchen of Mr and Mrs Fowler, Nottingham.]

"Awwright [gruff] west...
Hope you enjoyed our little show before we go here's a word from our sponsor:
Logos of my foot."

All logos can be acquired from:

POWER SOFTWARE, 10 AYR
PLACE, MELSHAM,
TAUNTON, GLO'SHIRE
(CHEQUE PAYABLE TO
J.A. LOGOLOGIC)

[Applause as Doctor Who walks through a sea of clapping ladies up a short flight of stairs, to stand behind his podium. The applause dies down.]

"Ladies and gentlemen, ladies can I have your greater pleasure and privilege than it is for me now to announce that the next award goes to the great pleasure and privilege of making a man without whom our entire energy and tenacity still the British Film Industry would be today."

I refer of course to my friend and colleague, Mr David Niven [enthusiastic applause, a bit of applause from Spaceman]. Sadly, David Niven cannot be with us tonight as he is dead, but he has sent his badge.

[Applause. Around the World in Eighty Days' music. The badge is pushed down by a chap in a brown coat.]

This is the badge in which David keeps most of his milk, butter and eggs. What a typically British custom, that he should send his badge, of all his badges, to be with his Tongue [Another burst of applause. The badge has a black ribbon. They adjust the mike for it. Then it proceeds to announce the nominations for best film.]

WINKS & NUDGES

ROBIN OF SHERWOOD

In the dungeon stand on the prisoner's shoulders onto the guard's back, then strangle him. In Nottingham Castle, talk to Marion then go through the window in Sherwood Forest, light little paper then get the quartermaster tell him I follow you. Enter the watermill to find the Hunter's cave and get what is inside. Just before the archery contest, go to the outlaw's camp where you hear about the mystery. Go to the location before you can see Nottingham in the distance then GO TO NOTTINGHAM and enter the castle! When you have seen the silver horse, capture the sheriff! At Castle de Belme climb the stairs then enter the place of devil worship where Marion is tied and kill Simon de Belme then tell Marion to follow you.

REMOVES WITH PAINT BLOTCH and a close approach. He OPENS it. Since it looks dark and there's no light he decides to wait until later (you should find a radio later on, open it and put the batteries you find inside into the flashlight).

VOODOO CASTLE

When holding the chemicals, carry the shield. Mix the chemicals for height reduction. To travel by the chute move the ring. To open the gate, dial 28 and 23.

MANIC MANSION

Living Bernard, Ed and Radar. In the family room with the piano, typewriter and, er, man-eating plant. An unidentifiable paint-splotch is on the wall. Have Bernard USE PAINT.

THE BIG SLEAZE

Can't decide the route? DECIDE! NOTE: Keep having your office land-mines? LOCK THE FRONT DOOR! Can't open the safe? PUT DYNAMITE INTO KEYHOLE, LIGHT FUSE! Need the revolver? EXAMINE THE PAC.

If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:

MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

- and he'll put it in David Niven's fridge, er, print it, next issue.

Championship Special

ENGLAND CRICKET

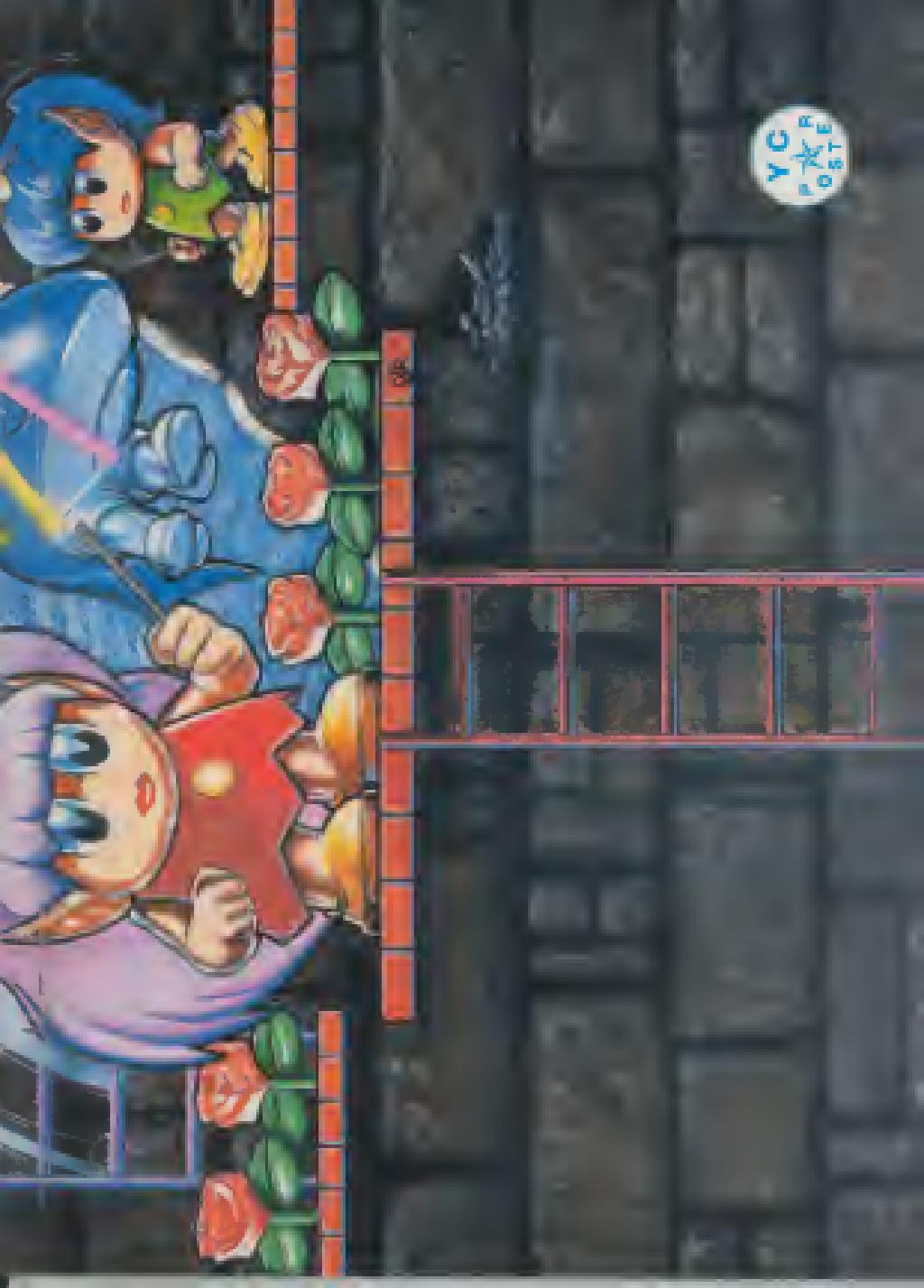


 GRANDSLAM

AVAILABLE ON:

AMIGA ATARI ST IBM PC
COMMODORE DISK/CASSETTE
AMSTRAD DISK/CASSETTE
SPECTRUM CASSETTE





NEON ZONE

Jeff Davy (carrying his legendary YC cardboard camera) trucked to West London to check out all that's new and shiny in the arcade world.

STEEL GUNNER

STURM - a group of ruthless international terrorists, aren't you just know they'd be after one of them in one of these games? - are out to do the things that ruthless international terrorists are known for.

Like desecrating government buildings, kill people and so, smash massive private armories with plenty of weaponry just so that you can come along and have a good time blasting it all.

And that's just what you do, in this latest version of Operation Wolf, and its like You get the new-timid view from down the barrel of a recording gun, focused on the machine of agony. Hoops and machine heads leading towards you with one thought on their mind... your death.

If it's not all lied, meowing, action, though, it doesn't have



Rashua of comedy, such as between such levels, when your Char bounces the table in his anger at the way the terrorists have taken over the city.

Another variation on a tried (and trying) and tested theme. Quite a good blast:

STREET FIGHTER II

Several years back you may remember that Gary Bowne

and I asked if you would your up the 'Street-Fighters' ladder and your opponent's moves were different according to who you are.

Apparently, in London's West End, spectators actually bet on who it was while two players thought it out on screen in a that end. But then again, it might just be that some people will feel as anything

(UNNAMED) RACING GAME

Another in a line of formula-one racing games but this time with a rather unusual anti-gravity-powered race to drive.

It moves smoothly even if the car's not always as smooth as it could be.

However, the main attraction to the game is that up to four players can race simultaneously if two of the standard two-player two-steering-wheel, controllers are connected.

and Jack Jaggar got down to some dancing in the street. But it this bouncy you can get down to some serious racing droppings in the street.

It's a one-on-one combat game with bumper-cars sports that虐虐 all over, i.e. They shuffle and batters as well as cars and look.

The opponents are many:



disapoints by being rather unplayable

p e s h

This issue we cover very competitive and exciting racing, replace with sled-offs, canoes and jet-skiing. Drive, drive, drive!



BLADE MASTER

This is one of those large-may-with-large-second battle games with an implausible and amusingly translated scenario, largely to do with evil Bluefangs and kidnapped princesses and large weapons (Ice-axe).

This means that you just randomly must strike purposefully aimed (butting) attacks, sliving and swiping the fantasy-inspired creatures that have forced you as well as thrashing arms to gain bonuses and the like.

The graphics are in the cartoon-like style and are, as you would expect, well coloured and animated whilst the sound is refreshingly twanging and chipping.

MIDNIGHT WANDERERS/ CHARIOT/DON'T PULL

These games rolled into one is not something you often get with new arcade games but the Japanese writer has three games, two of which feature the same characters.

Midnight Wanderers uses a rather Ghouls and Ghouls style of play as you look out the Magical Chariot to save an imprisoned princess (Hold on, we've had this scenario?

The characters are as crazy as anything but with a Medieval/Mythical tinge to



them. It's really pretty damn playable.

Chariot picks up where Midnight Wanderers leaves off, with the player(s) now flying through a sort of magical land, avoiding rocks, ice, birds and shooting and more. It is also choc full of hidden.

Don't Pull seems to be the bizarro of the three. It's a puzzle in the tradition of Puyo - you collect around a main mass of movable blocks, collecting things and crushing them.

It is interestingly oddball and not my cup of tea to tell the truth. Wait



This has to be the hottest machine out of all on display it's THB football arcade machine. You pick the number of players (up to four), the country you're playing for and let 'er rip.

Obviously you'll know the rules of football - and so does the net. He stays with you throughout the match and is extremely unpredictable to adjust to.

When he does (or a throw-in or foul kick) there's a rather spiffy THB-style assist in on the player taking the shot.

The players themselves are in a very 1980s Roy of the Rovers style whilst the sound has rather impressive crowd cheering.

There are also two commentators who tag you throughout the match and photographs, whose faces you can knock over (obviously, of course) if you kick the ball off near the goal.

The whole game is a corker. If it was a CD game I'd be a Puff One right away!

IN THE MAGAZINE
THAT MAKES THE
ENCYCLOPEDIA
BRITANNICA
LOOK VERY
DULL, INDEED...

NEXT MONTH

THE BEST COVER TAPE YET (PROBABLY):

Not only do we have 'Freaky Fish', a wholly-new game written by our favourite New-Age programme-on-call Richard Taylor but also... The one, the only, the original 'Football Manager' - the football management game that launched a thousand others is on OUR tape, yes sir! Another classic hit for you lucky, lucky readers.

THE YC HUMILIATION TOUR 1991 - PART TWO:

The YC Unholy-Squad go for another severe dubbing at the hands, this time, of Storm's programmers on some of the arcade games being converted at the company's shady London HQ

CODE MASTERS PROFILE:

This time we really do, honestly, promise to look behind the scenes at Code Masters. We'll get 'dizzy' interviewing the Darling brothers and see what 'antics' they get up to at their farmhouse hideaway.



PLUS: So many other pages of colourful new, review, previews, compos, cheats and other wonderful goodies that we daresay you'll explode just thinking about it!

Summertime, and the living is easy!

OUT AUGUST 22

Since we are strange and rather creative types, we often change our minds about what we put in this fun-packed magazine. So don't be surprised if next issue is full of different, but even more corking, features than we've mentioned here. OH?

Peter Noone, I'd rather like you to reserve me a copy of the ever-so-spiffy YC every month.

In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Tom, Dick and Harry of a computer magazine.

MY NAME: _____

MY ADDRESS: _____

FINAL BLOW

Jason Miller could have been a contender. Instead he's stumped with previewing this new Storm boxing sim.

Sound off! Round 0 has made money out of robbing the big delights out of some poor soul's life. You know what I mean, Harry?

If you're brain-dead you might as well just throw your money at something and have a fine megabucks clat off. You may be lucky and become MMA Champion. So put your boxing gloves and go to the gym - smash the punchingball out of some guy's mouth, leaving him with a mouth full of blood.

Your chance to join O'Dare, Dubenko, Nigel Benn and Darren the slightly barmy sport's hall of fame, all you forgot about the Queenberry rule and nearly kill your opponent.

With Final Blow you have

the opportunity to become the next lipid champion without getting your face damaged in the gutter of your own home.

The game is to isolate your opponent and then knock them out of the ring, using a combination of strength and skill.

The player knows from the rule - you can't hit the referee or the judge - and has to keep his punches below the belt, they're larger than your average pencil. You don't get the whacking on the human arse, as you beat your opponent's backbones for they keep you in a corner, like a cornered kook to reveal the ropes.

The players move their legs and arms in a grand fashion, bashing evenly at each other, bashing seats when they win. Their hair really adds to the action. In our perverse version there's no stinging but we're sure it'll be soaking, as will the floorboards beneath and investments.

So if blood and violence has you intrigued, then Final Blow will be the game for you. It's shaping up to be a ridiculous 'em-out game that you must have a look at upon its release.

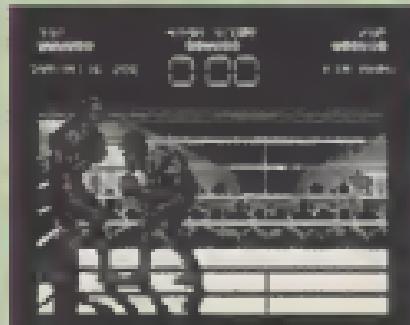
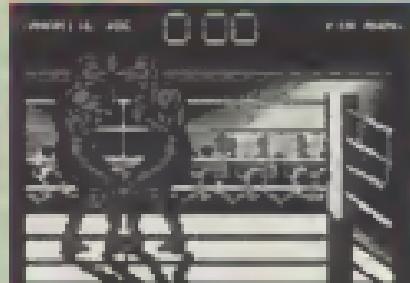
CREDIT CARD

NAME: Final Blow

SUPPLIER: Storm

PRICE: TBC

RELEASE DATE: September



Or do you want to be beaten, in the action area ... (erect, erect, erect!) The HQ issue plasters the opponent to the side of the ring and into the ropes!



HOLIDAY SPECIAL



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OFFER WAS A
COMPLETE SELL OUT,
WE THOUGHT YOU
MIGHT NEED EXTRA
GAMES FOR
THE HOLIDAY SEASON

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LAST ISSUE



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KEEPERS, KENTILLA, MICRODOT,
SPOTS AND RAINBOW CHASER

OFFER TWO - SIMPLY A KNOCKOUT
COMBO OF TURRICAN 2 (DEMO)
QUAD RUNAWAY BAZAAR, DOMINOES,
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BLACKJACK, PHOBOS, LIMBO AND
FROGS IN SPACE

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Skull & Crossbones



Want them to fly? In a situation it seems like you're just marooned on a desolate island in the middle of the third dimension and for themselves?

Take the Flying Roger and set sail through strange and exotic lands with your old shipmates Red Dog and Blue Eye. Whichever they may be, just load them out... to explore more than ever before in their feathers over the spans of your journey.

Skull & Crossbones is the most blood-curdling action game in the market - and for the first time! Blood-thirsty, rage-sharp cut-throat look through the flesh of human opponents' arms and legs on... AAAARRGH... it's just disgusting!

There's treasure, pirates, goliath and many more to be captured and ghoulish creatures to be avoided.

It's a rough and dirty job - and we all want to do it!

MARIE SAMSON, TANIA BARBARA, JACOB BLODORN, PRINCE OF PESSA,
MORE LAUGH THAN TEAR PRINT SHOT

Get it now - but don't... please don't show your grandmother.



TENGEN

The Return to Civilization

SKULL & CROSSBONES
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SKULL & CROSSBONES AND
THE FLYING ROGER ARE TRADEMARKS
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DOMARK

Jason Miller was feeling rather thirsty and spotted the box, marked 'Jahangir Khan's Squash'. "Hmmm," he said, "I wonder what flavour it is?". Predictably, Jason stayed thirsty!

JAHANGIR SQUASH



Q What are these pictures? That is, why are these pictures at the middle of a box of Jahangir's squash? Can the non-squash-playing know about that?



ELEGANT POSITION

PLAYER 1 PRESS FIRE vs. EUGENE HELPMAN

WINNER OVER THE BEST OF 5AMES

It is that time of year when everyone gets out their rackets and balls (or not) and watches the Wimbledon championships on the old box set that was first installed by the BBC. Pretending to be like the tennis stars, such as Roger Federer or maybe Marat Safin, Tennis is back once again.

But then the Squash guys, who are dealing with so that's just past to them. And nothing to do with anyone or tennis squash but Jahangir Khan, the world's greatest and most successful bad boy of the world of Squash. He's won the world championships six times.

Jahangir Khan's Squash is a simulation of the sport of squash, but with more variety than you'll ever see in any other range of options.

Well, what does Jahangir Khan and his team have the team Khan need to accomplish with others - when Jahangir is in Squash court, you would probably need a pair of Head Air Max with an engine connected to them to keep up with him for a few.

What do people think? Pondering about how many matches a little ball around a court? I don't have a clue that Research is

such a simple game to understand and is played by nations, although you'll need a lot of time well spent learning on Jahangir's simulation.

as this difficult game can be. High tension!

So, Squash? Does it have any rules, or do you just play against a wall? Well, to clarify, I'll explain the concept behind it. Just like regular game, you have your opponent which is called the life below. You can only win points on your own serve and you must serve into your opponent's last line. Considering, the first person up to nine points takes the game. And if you score under ten quickly could end the match if he tried.]

So, you'll need your Racket and a ball (which are given a certain amount of rules, or something). Whether it's very fast, or slow? Edit as you like yourself with club tournament where you play a set or hard. Which that would be a joke. Have you been playing the game? Where you play the with an amateur level and yourself or the pro level, the no match changes at all. I must admit now that this game is very good to win, but once you get the hang of it and this rules, you may end up champion.

Now, this may sound weird, but then again two people taking a call against a

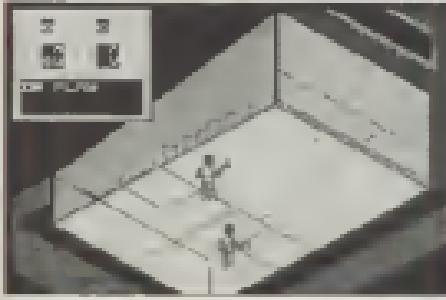


R KHAN ASH

wall is not all that slow - but the colour of the ball controls its speed and the amount of bounces it. What, not? But it's up to you will enjoy this.

The graphics and sounds are not that bad, but the sound does become a pain after a while, just the sound of a ball hitting a wall. It could drive you mad.

But if you are into hard physical exertion and require games that is just the one for you. Also not that nothing special and try out JK's Superstar.



A game full of balls and rackets with enjoyable gameplay

CREDIT CARD

| | |
|--------------|--------------------------|
| NAME | Level Nine 8 |
| SUPPLIER | System 3 |
| PRICE | £19.99 tape, £14.99 Disc |
| PUBLISH DATE | Early January 91 |

OVERALL

72%

TWEET,
TWEET?



THE BUDGIE COLUMN

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RED HEAT

HIT SQUAD C2 99

I haven't seen the film and [because my ignorance] hasn't got fully aware of it until I saw this game, so I didn't know what this was going to be about.

You play the part of super-badass cool-shipping hero John Deakins (or whatever his real name is) who plays it to blow down White House, the head of an International drug trafficking ring.

In the first part you guide him through a rather large and violent Red House, puncturing, head butting, shooting or just insulting every hired henchman that comes at you. There are various objects going around to be picked up, including guns and a megaphone.

If you make it out of the hell house then you will go on to a hospital, the streets of Chicago and another location.

The graphics are quite detailed, even if you do only see half of your man at a time. The 3D work well and the animation is good. The music is a bit weird, I didn't really like it much whether it was nice or not.

There is quite an original high score table input, it looks like a reel of film turning when you select.

I suppose this is worth the asking price, it will probably keep you coming back for a few goes.

SCORE GOOD



RED HEAT
HIT SQUAD C2 99

43

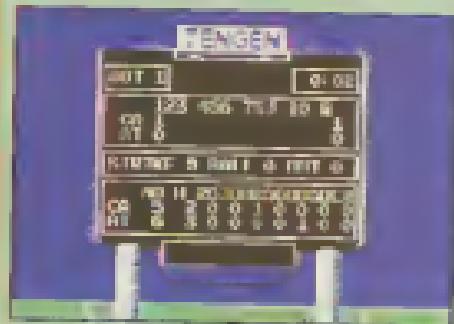


© Jason "Smashin'" Miller catches the ball, signals and makes a sliding run for first base. The Red Sox strategy to catch his flying shot.



Jason Miller declares he's had enough of leather on willow and goes for a real American Sport.

B A S E



enthusiasm and excitement between the Americans do something they do it style.

Baseball is a game to be reckoned with and after you have played *Red2Baseball* you'll be a great fan of George Bush's love game.

Once these guys go down to the park to play ball, all they have in their mind is to win this is because Americans must have a winner - drivers do not want a certain Chicken which usually ends in a close shot to the weather; a baseball player is as much as a rock, delivered by a little bit of rain.

Red2Baseball simulates real baseball in the sense that all the rules and game plan are the same, and before you start to worry, the rules are not different to leave You have nine innings, a batter, a pitcher and fielders!

Okay, I'm really
remotely stuck as I'd never heard anyone say that, but it is not so simple!

The aim of the batter is to smash the ball out of cages over the grandstand for a home run.

The field is split into both defense and offense, the pitcher is defensive and must strike out his offensive opponents by forcing the ball at an amazing speed of up to 100 mph. When the batter hits it, they must sprint to one of four bases before the ball is caught and thrown at a runner!

Win longer is never wrong, if you are out there is no stopping with him. This must be the reason why J. Montero took us boys as there is no place in baseball for a super hero. Then again he doesn't get his own way in Fenway!

Just like the real game if your team is struggling then you must change the players. The players can get tired during a game, especially the pitcher, as no one can throw a ball at an average of 100

When the word "baseball" is bawled off across the United States it can only mean one thing. Yes, it's Major League Baseball, the American's favorite pastime.

The crowd goes wild, starting their faces with popcorn and candy bars.

The movie "Major League" with Charlie Sheen in those tight pants and slick baseball cap could seem to you, not forgetting that all important gun which adds to the true meaning of baseball.

Unlike your "oh, yes, let's watch a game of boring old Cyclists", baseball has

SWITCHBOARD

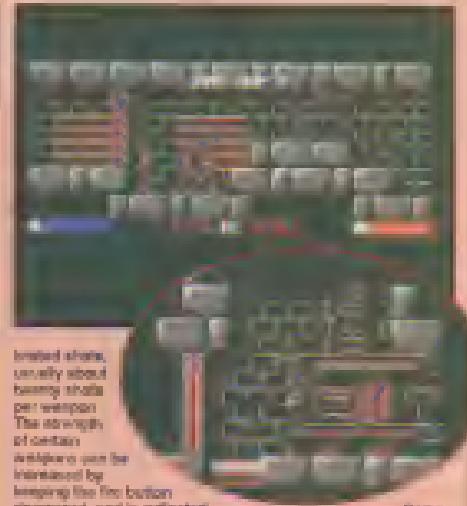
Richard "Halibut" Taylor stands in dark alleys and threatens passers-by as he tests out Switchboard...

The scene is not too exciting. Havoc has descended on the land. One rather powerful switch-testing record has been disgruntled by a bunch of bad guys.

You, as a good guy (switch), have to find all the sixteen pieces so that Havoc can be defeated and everybody can live a happy, peaceful existence, testing

so Radio 1 and testing their gardens.

To achieve this you must wander around exploring underground caverns and encountering various nasties. Better weapons than the blaster you begin with can be found lying around, though some are hidden by backgrounds, so it's worth checking everywhere. Better weapons have



increased stats, usually about having shots per weapon. The strength of certain weapons you'll encounter may be increased by keeping the fire button depressed, and is indicated by a power bar.

Pieces of the record are also hidden around the place, along with other useful items, such as energy boosts, weapon enhancers and power-ups can be discovered.

A majority of the underground backgrounds are broken, and some of this can be shot away to gain access to other rooms and to reveal hidden objects. These look slightly different from normal blocks, and it is worth knocking all of them away, just to see what happens.

The control of your switchman takes a bit of getting used to, and at first seems really awful. You can kick, fire, jump and run. All fairly standard, really.

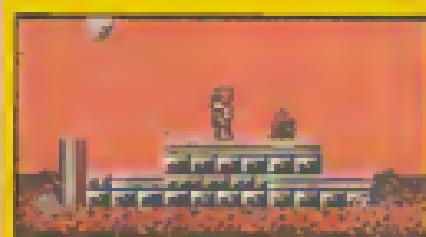
The graphics are quite poor on the whole, the sprites in particular are pretty useful

and pretty respectable, though, and the explosions are nice, with pieces of whatever you've destroyed flying about the screen for a while.

The music and sound isn't too good, tending towards the dull and repetitive side of life. The presentation just really up to the mark, either.

It might sound bad that on the whole it isn't really that good, but there is a strange addiction that comes over you and a nice weird method that will make you play this quite a bit.

My final impression of this game was, 'Oh God this looks awful!' It didn't seem to play very well either. After having played it to have a go at it a few times, I started to get into it, quite a lot. After a few hours of play, I was really hooked.



LADÉ



1. *Journal of the Royal Society of Medicine*, 1980, 73, 100-101.



CENTRAL

Digitized by srujanika@gmail.com

Answers

PRICES SUBJECT TO CHANGE, DUE TO COST

ANSWER

Switchblade is a visually and aurally unimpressive game but good fun to play.

10

85%

ANSWER

WITH WHICH THE



and eventually gain sufficient
experience to enable you to
escape. During your period
through Tang you will
encounter many visitors
from other countries.

by spending time outside, exercising regularly, and objects that must be put to use to help you solve problems and put out all fires.

There are jobs to be had, things to buy and places to fly around on. All quite weird and adventurous, challenging and interesting.

A real pleasure party on the old 54, one that should not be missed by people who did not catch it from time to time. At this price, with the unusual gift included, it really is great value for money.

МЕВСЕНДЕН

四百零八

I, like so many other people, played the game when it first hit the scene and was totally amazed by the graphics and sheer speed of it. Playing it again now it seems a bit lame and well...dysfunctional.

The graphics are
getting somewhat
over-fussy here,
and they
respond well
to your
stylistic
interventions.
And the
colors,
although
bright, the
couch isn't

The idea is to expand the market.



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Other issues are available but not shown.

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Capture shots from IBM PC Version



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MERCs

We told Jason Miller to test out Mercs and the next thing we knew, he'd been picked up for car theft at the executive car park – maybe he misunderstood.

What's touring in central Africa trying to obtain a certain group of database revolutionaries decide to issue a bit of fun by kidnapping an ex-president of the United States of America?

What the hell is he doing there? I hear you cry! On a peace assignment for the people of the world, save us, peace to all brothers and loves thou neighbour yeah! A typical happy attitude towards life.

That could be the reason for saying all the good of the earth. "Warriors do not use drugs" but they come very close to becoming a terrorist saying no names, don't they?

The Americans declare they will not need military intervention, and look back

over. So they can send in the Mercs to stop the rebels. Database rebels, of course! I should have remembered that one man can never win a war.

So the

idea

is

to

get

the

rebel

soldier

and

kill

the

president

and

get

the

database

and

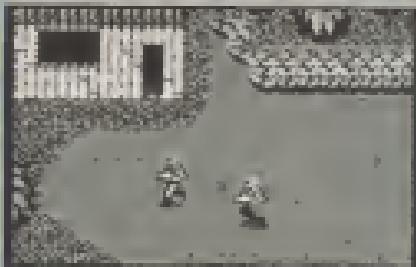
get

the

president

and

get



卷之三

NAME: MONICA
SUPPLIER: US Gold.
PRICE: \$19.99 tape, \$11.99 Disk.
PHONE NUMBER: 800-221-1234.

Thrilled with fast-action packed fighting them
the off.



Ghostwriter: That was the only good thing about it, I thought and might well have been the same with this

In the first part you must pour an intestinal gruel water to the bottom of a square to pick up some little samples. On this way when you encounter various irritated greases that should be destroyed, for their own sake easily.

As you are lowered down, you can swing left and right to pick up objects and strategy because objectives can be changed should as you drop.

If you compete this, the
Busters go on to clean up



GHOS...TBLISTER

1

HT 800 WAD - 20

The game starts 1 hour before the speech. What does everyone's doing off on the side?

Broadway and finally the
theatre if you complete
the *One-Step* lesson?

I learned it in last fall's lesson, which may be the day with me not having a Q&A box. If you are a fan you might like it for the sake of the name.

ANSWER



Jason Miller's not afraid to battle with demons and trolls but he went a bit white when we only gave him dice to do it with!



Go up in honor or
abandonment! The
board game *Here Quest* and
Dragons has been
designed as a computer
adventure game (again) on the
lines of "Here Quest".

So write no boasting if
grappling my jousts, and set
forth to accomplish the
mighty task that lay ahead.

"Why is it a mighty task?"
I hear you say. Well, for many
decades the logistics of
Monroe the Lord of Chess
have destroyed all. Even the
beloved of the lower echelons
of the Empire have turned
and fled with their tails
between their legs.

Here Quest is a fantasy
role-playing game with a dash
of "lets attack it to hell!" Best
"lets go at it!" too.

You have the chance to
role-play the Magician, an Elf,
a Barbarian or a Dwarf, who
all have their own
characteristics, strengths and
weaknesses (because isn't
that it, a Barbarian or a Dwarf
isn't going to be able to cast
a spell and the Magician
won't have a clue about
weapons, etc? Then again,
Dwarf Blue didn't have a clue
either and look where he got).

The computer controls all
the movements of the well
trained and trusty giving
you more freedom than you
would have with a stick.

A typical board game is
long and sometimes tedious,
but you won't find that with
this game as - you know - you have

the chance to play with up to
four players at a single time,
tell me how many computer
games can do this for
entertainment?

And because it's on your
computer, m'hey, doesn't
mean the rules of the board
game change, either, since
those old William Caxton
people didn't fit in computers.
This means only a few rules
have been altered so new
ideas must sweep through, this
can only lead to better
playability in the computer
version.

Here Quest has an
astounding amount of levels,
in fact, a staggering 14
levels, but the greatest rule is
to always start with the Magician.

This level has 4 failures
available and you can fight
villains unless you run into the
evil wizard.

Just like a board game
you move in turns using the
left mouse.

Stop! Do not go deeper
and go round shouting these
useless battle words in the
game is not that clever, it is
more fun than those Sunday
evenings of *Grand Theft Auto*,
however having to put up with
the same old conversation.

But I know you like
adventures with maybe a few
tactical and technical or partly
skilled in, and this has them all.
Combat is not combat
without you doing the actions
and getting the test of your
mettle as combat is split into
two different stages. Which

H E R Q U E

an attack and distance
Sounds alright... until you
find out that the computer
modulates all the action
what? That's right on it's
headness then just standing
there watching your mate get
the hang chrysanthemum kicked out
of him in a park wouldn't it?

What's he on about? Well,
if the computer controls your
moves and you attack the

Computer he is not going to
give you moves that will kill
him, so you can do as well
and hope that you have
enough strength to withstand
his attack.

Readers, don't get the
wrong impression about *Here
Quest* as I'm not saying it
down, the social play is
surprising and the adventures
will have you glued for hours.



RO EST



Q-Jones The
Russian writer
perpetually throughout
the discussions of
them, always
mentioning with a
smile of his reward
and a shrug of his
shoulder. Don't you wish
you could be just as
brave as him,
remember?



as layouts like "Legacy of the
dark overlord" where it's vital
to find equipment and
magics or "The stone tower"
where you must investigate
legendary Keldorn to become
immortal.

Puzzles must also be solved and so as not to get caught in trap doors, outwit those obnoxious monsters by getting money and becoming as healthy as they will boost your body strength and gain you more body.

卷之三

I also note that the
people in the spots such as
"Dance" and "Music Man,"
and "Pete" He must be a real
guitar player but a bit off
the music notes, who

Hero Quest is not bad. Far all that impression has an improvement from the board game.

But, if you are one of the
sort of people who enjoys
fast action-packed games I
advise you to give this one a
look, as this sort of game is
for your typical
stamp collector.



四百四十一

NAME: Name, Quasi
SUPPLY: Grenade
PER SEL: 010-00 tape, 010-00 Dac
PER DAY: Qu. used

62%

Finally, the computer version of the board game.

LOGIC

Everybody knew that Jeff Davy had already lost his marbles but now Rainbow Arts have put them in a puzzle game!

There seem to be as many puzzle games around as driving games at the moment. They land on my desk and soon I say "Hello, I'm a new and even more fiendish puzzle game, I think you can't work me out!"

Not, unlike *Crash-X*, just lots, they begged "My dear, oh yes. And it goes like this..."

Marbles, and plenty of them.

They come one at a time from the side of the screen (who knows who's throwing them) and roll (breaks more like slides) up and down a tube-like marble-run until they find an empty slot or pausing upon the boundaries of the level, where more marbles whiz.

These log wheels are connected by a network of tubes etc., by spinning the

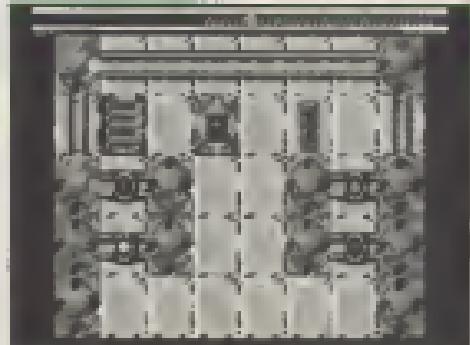
wheels around and pulling the puzzle is a certain number (Or vice), you can send the marbles rolling or sliding around the grid.

You do all this for a particular reason. To break a certain you must "explosive" marble placed on it. This doesn't mean dynamiting it and blowing it from the game (although that could well have ruined the game itself).

Interesting, if not much more excitingly, it involves filling a wheel with too similar, coloured marbles, of which plenty is explosive.

To make things difficult, not all the wheels are connected to each other and sometimes there may only be one or two wheels as an entrance to a massive grid of other wheels.

At the final stage,



you'll need to prop up some of the connecting channels between wheels, only a certain colour can pass down a chute, though like that.

And what makes it the most difficult and interesting of all is that the marbles appear to move randomly. Of course, if you're trying to fill a wheel full of one particular colour and you're waiting for the

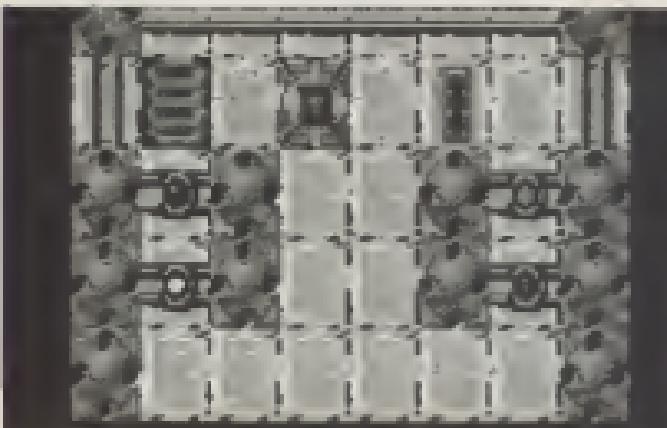
fourth matching marble, you'll probably say that instead: random at all but working against you, as you play away another random coloured wheel that that isn't off the turn!

So, let off your nerves, it appears extremely simple but in practice it's a real pain. An addictive pain, of course.

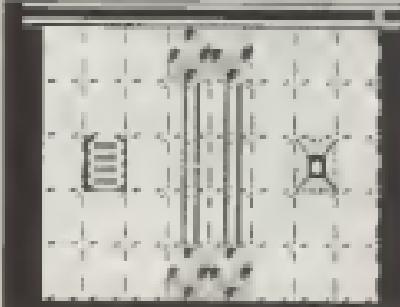
Now, I hear you ask: what have Rainbow Arts come up with? Well, the answer is another damn good puzzle game for the collection, so if you didn't have enough of them already...

The graphics might be pretty poor, or feel they ARE pretty poor, but the oily Rainbow will egg you on as you experience the joy of the game's best element - its pensiveness - which is stupendous. You wouldn't mind such a small, encouraging puzzle game with such seductive pensiveness.

So I have no reservation in saying that *Logic* is the most fun puzzle game and is worth shelling out the quid for if you like this sort of thing or if you haven't bought a puzzle game in a while and are feeling sufficiently benign from the game.



CAL



This month's star puzzle game:
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THE BUDGIE COLUMN

JAGSON & LEE

the toll road. With Little Puff, the mobile animation of the cartoon figures goes with great glee along! Are you reading the book? Let

Dreamers with no location play a starring role in Missouri Willy, much like eyes working at play - it's time for your lucky shot.

"Why must cap- and
baronet" all the evil gods
and guardians in the
dungeons with the might
of death?

Bilbo and Gollum were a
fancy bunch of guys in their
time, now here comes Gollum and
Lissa. In Gollum and Lissa it, Gollum
has the protection of friends

QUATTRO 4 CARTOONS

DATA MANAGING - 200

Costa Merlioni have been in the compilation last again, this time with four of their *Cartoon Time* guides.

In *Prankster Junior*, Prissy has to solve mystery of the whereabouts of his brother's body he had to be careful not to have this haunted brother eat every player by ghosts and the like as he plays around a creepy house. It's a hilarious game, full of action.

Little Puff sees a date character getting beauty-treated hands from Pei (left). Although he doesn't like it, he says, "I'm going to go home [soothed], see Puffy Puff." By collecting magical powers he can breath fire and become a real dragon.

From students of manager to
central bank tellers in practice



to find the peace of Liverpool.

He must go through thick and thin with his road to the floor, spying through a recognising glass, looking for clients, bairns and things of a particular value anywhere around.

The construction of the game is well thought-out, with some real risk-taking involved at the end of the

Cook Masters have put together four really good gardens and for this price you can't really go wrong, unless you have them all planned.

SCORE 0-0-0



MULTI-PLAYER SOCCER MANAGER

Jason Miller puts on his Brian Clough false nose and his Ron Atkinson flight-wig, ready to play ball with another D+H footie offender.

Are you as sick as a patient, like most of the Medicaid enrollees of today who feel their health care system's results don't get them ready?

Next, you can step into
your slip-on slippers with the
soft

From the terraces of El Rincón de la Victoria, Madrid with my son and daughter-in-law [from] Germany [and] going football that started at

excellently. It was published by SO to give it more of a free
range feather-giving opportunity.

Battle is a management game where it's your task to manage your team against AI, other computer-managed teams or human-computer players & a year timeline. It's you time and what more do you want? If you want something long then it takes a while. That's it.

I can tell you for nothing
that you will need a pack of

| COMMONS DIVISION | | 4 |
|--------------------------|----|----|
| Blackburn | 10 | 10 |
| Bolton | 10 | 10 |
| Bury | 10 | 10 |
| Chesterfield | 10 | 10 |
| Cheshire East | 10 | 10 |
| Cheshire West & Chester | 10 | 10 |
| Crewe & Nantwich | 10 | 10 |
| Darlington | 10 | 10 |
| Derby | 10 | 10 |
| Doncaster | 10 | 10 |
| East Lancashire | 10 | 10 |
| East Riding of Yorkshire | 10 | 10 |
| Edinburgh City | 10 | 10 |
| Falkirk | 10 | 10 |
| Gateshead | 10 | 10 |
| Grimsby & Cleethorpes | 10 | 10 |
| Hartlepool | 10 | 10 |
| Huddersfield | 10 | 10 |
| Leeds | 10 | 10 |
| Liverpool | 10 | 10 |
| Macclesfield | 10 | 10 |
| Mansfield | 10 | 10 |
| Manchester | 10 | 10 |
| Nottingham | 10 | 10 |
| Oldham | 10 | 10 |
| Peterborough | 10 | 10 |
| Rotherham | 10 | 10 |
| South Tyneside | 10 | 10 |
| Stockport | 10 | 10 |
| Tameside | 10 | 10 |
| Teesside | 10 | 10 |
| Walsall | 10 | 10 |
| Warrington | 10 | 10 |
| West Lancashire | 10 | 10 |
| Wigan | 10 | 10 |
| Wolverhampton | 10 | 10 |
| Wrexham | 10 | 10 |
| Yorks Central | 10 | 10 |
| Yorks Outer | 10 | 10 |

Billie Blues you will probably have quite a few hours in your busy year to kill off through the summer.

But the good things do come to those who wait, because as factor manager games go, this is one of the best. The strategy learned here cannot fail to stand you in good stead, once you're back in the real world.

The other side of Reeler is a grey. The old gods and their bodies are gone; trouble comes from men. Troubles are bad to think about and there

give your club a bad
reputation which can last for
a long time.

Money is very important there being a financial deposit to fix gains so you'd better hope that you don't get to manage Michael or possibly bankrupt him monetarily.

One thing I'd be asked is that there are no words allowed by it. Not even any game highlights throughout the whole 20 years沾染 the League and FA cup like this. Despite that, the idea of competing and trying to become the best manager is inspiring in some kind to himself with poor technical ability put to the test. You need to know these, and



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E



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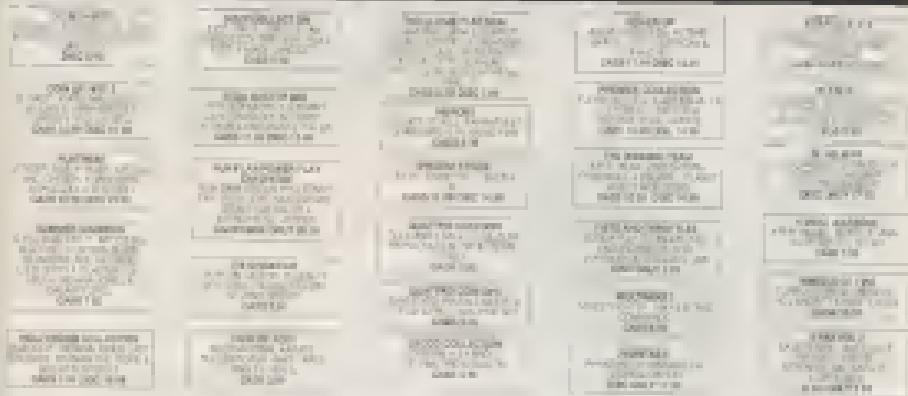
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G'mon, we all know that you don't lock yourselves up in your bedroom with just your commute to keep you amused. In fact, we'd wager that you occasionally dabble in other forms of entertainment too. In Big Thrills we tell you exactly what's kickin' at the moment...

- ooooo • Go for that immediately!
- oooo • Well worth spending time/boobie on.
- ooo • Not a bad effort, worth checking out.
- oo • A tad mediocre, only worth it if you've really got nothing else to do!
- o • A pair of craps!

CONTRIBUTORS: Jeff Davy, Rick Henderson

MUSIC



BILL PRITCHARD - Jolie

It's serious-time this month in the music corner of *Big Thrills*. At YG, we find there is a time for getting down with our feet up and listening to something that doesn't involve loud, raucous guitars and thrash drumming (even if there's the sort of trash we normally do too).

Bill Pritchard's new LP provides just that. There's guitars in there, but rather spaced-out funk guitars. There's more thoughtfulness though, too, about life, the universe and everything. It's all done with style and grace, with a hint of long-suffering humor and experience.

If you're looking for something that's worth slapping on the stereo when you run-of-the-mill rockdependence, then Bill is your man. Even if he does look a bit silly in the photographs!

VIDEO

BACK STAB

DD/DD Vision
(Certificate '18')
Stars: James Brolin,
Meg Foster

If you're into incredibly dull American thrillers and courtroom dramas you'll really be into this movie. If like me, you only appreciate good thrillers, with original plots, more twists than Clueby Cleaver, and real, hard action, you'll find *Back Stab* a load of dryness. To quote

Architect Cliff Murphy (James Brolin) has been set up in a murder case and he's gotta get out. His lawyer (Meg Foster) can't save him from that fate, but does try to help him since he convinced her that he's innocent. If all hasn't done before, the acting is as stale

as three year-old bread and the ending is so predictable that anybody who watches it can sit back, shrug their shoulders and say "I told you so".

© for the booking agency.

RH

OPPORTUNITY KNOCKS

Quid Home Video
(Certificate '15')
Stars: Dana Carvey

I am I Dana the Irish singer who does an awful lot of Cheesecake-singing on TV? Err, wrong! Daniel Dana Carvey is a comedian who hosts the American comedy show Saturday Night Live (providing ground for people like Mike Myers, John Goodman and Steve Martin), and although this isn't his

first movie, it's certainly his best!

Dana Carvey (Dana Carvey) is a con-man who gets in over his head when he's recruited by a very successful business man, but recognising a good thing he plays along to hilarious

consequences. The action is fairly fast-paced, Carvey is a natural at playing the fool and a good support cast take a relatively poor but reasonably brights. American comedies can sometimes be only funny to those involved in the project but *Opportunity Knocks* has that free-flowing humour absent that makes it genuinely funny enough to appeal to a British audience.

ooooo



AIR AMERICA

Quid Home Video
(Certificate '15')
Stars: Mel Gibson,
Robert Downey Jr.

An American war that you'd expect it to be. It's not a typical Mel Gibson action movie, and it's not a Robert Downey Jr. comedy. In fact it's got elements of both, but would probably be best

COMICS

HORROR IN THE DARK #1Fantagraphics
For Mature Readers

Just like all the rest of the horror anthology comics I've written over the last ten years, Horror in the Dark helps to shock us and try to make us so spooked that we won't be able to sleep at night. When the dead don't mind us that much you don't particularly want to live a life reflecting about immortals, zombies, and things that go-bump in the night.

Sudden horror is the more anxiety in this day and age. Take Stephen King's *Military*, for instance. Not a single clichéd speech bleeped, yet it's much more frightening that the *Creature from the Black Lagoon*. And although we're presented with three tales of courage with some of the best campy art ever seen on these pages, it's so odd that the art's taken off

and the cover art has been censored, I'd be more scared by the dull line inspection.

©

RH

SLANG #2Slam Publishing,
11 Elm Grove Road,
Bathurst,
Wales,
SP1 1JW.

Slam is a very good independent comic that deals with social issues while creating them with a touch of humour and a good helping of surrealism. What it keeps every time, unlike many comics in the bracket, is the McEwan strip and would be best described as *Douglas without the boring bits*.

In a little goes that I found tucked away in a Canadian comic shop, but you should write to the above address and find out what it's all about yourself!

OOOO

RH

described as a mad man in the air.

Robert Coover's *Art* is an unemployable pilot, having never been made out there. *Say in the Sky* split on radio. He is recruited by the States to fly supplies in an around the country of Laos, a few thousand miles away from the war-torn Vietnam. McGowan is already an experienced employee of Von America... who isn't exactly helping the Americans win either in power.

The plot chugs along and has many plotholes (drug running, unnecessary danger to pilots, etc.) although fails to concentrate on any one of them, and therefore is more a movie with what happens to our two stars than actually capturing you with a stampede! Although it keeps you entertained to a right, it can't help wondering whether it's all too weightless if it's aimed for the mass audience?

OOO1/2

RH



FILM

**THE NAKED GUN 2 1/2 - THE SMELL OF FEAR**Paramount Pictures
(Certificate '12)

Starring Leslie Nielsen,

Priscilla Presley

Starring Kevin Coates,
Morgan Freeman, Mary Elizabeth Mastrantonio

Kevin Coates, Kevin Coates, riding through the Gén, Kevin Coates, Kevin Coates, and his many uses. Stabs from the left, given to the poor Kevin Coates. ^

Hieman doesn't quite seem, states it? That was the jar, apoplectic-House to the left's 'Robin Hood'! Tigranovene, and, to tell the truth, I thought Kevin 'Concussion' Coates would fit it badly into this film, but then he comes into it along

But then I saw the film and I was knocked out of my socks, for variety was quite good! We an action-packed romp through old England, as when Robin (Coates) answers a comes back from the Crusades to find his castle ganked - be a party quaffing, foot - and the Sheriff of Nottingham (played very convincingly) riding weighed over the land and threatening to take the Thorpe.

So he goes into the forest and meets a bunch of cuties (Brooke Dillan, Bebe and Christine Shiloh) and Master - the King a cause - who to cut a long story short, fight a lot, chase, a lot, and get them gripping thrills which involve much business flinging of arms and blades through the trees and inevitable love between Robin and Master.

This film is both funny and involving, with a large amount of incident and plenty of action. It's a winner.

OOOO

JD

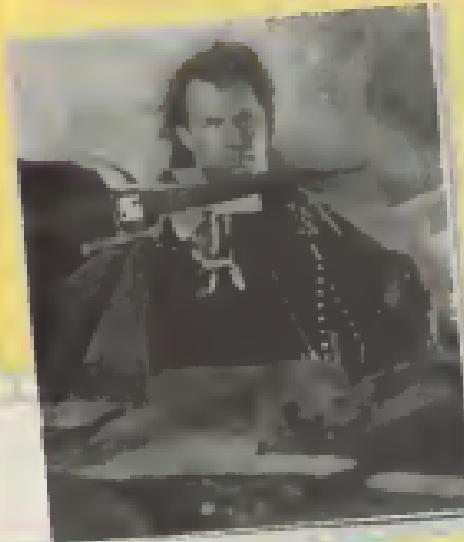
ROBIN HOOD - PRINCE OF THIEVES
(Certificate '12)

1



FROM THE SCRIPT II THE REVENGE

Dave "Pretentious, Moi?"
Hughes goes on a crazed rock trip to Holland and provides us with the following film news clippings....



GOEDEN AFOND ROTTERDAM!

Hey, this is not a test, this is softness and sheepishness! That's right, this edition of "Tales..." is brought to you from the heart of Holland (well, actually from a rather weedy back bar in one of the less fashionable ends of the Netherlands), a country immediately exciting and endlessly boring and stupid down - land of the

watching-a-movie colour of paint dry. But whatever else it is, it is not a country for movie buffs.

If that French (Dutch) national TV network or repeat showings of Mr. T in D.C. DAY on RTL-TV don't get you, Midsommar in Dutch will. Luckily the last Hollanders produced some winners, chief (and first) from TV (and the movie world) were "Top" (Dutch for "cool") and "Zoeken" (I turned my KLF\$100,000.000 savings back on "Engeland"), so here is a more-reverent take than usual

HOOK MINED AND SINKING

HOOK: Steven Spielberg's big-budget fantasy starring Robin Wrighten and Julia Roberts is soon to be seven. Spielberg's big-budget fantasy starring just Jason Mrazza - PIRATE FANTASY (over) - didn't sell so drop the project faster than a hell Kaster.

Pulling out of marriage and a major movie in a single month may be a big step for Jaws but it is another blow for the lukeless HOOK, well into its six-month shooting schedule with still only two and a dozen of the cast.

**WHEN HARRY MET
SALLY** and **THE SECRET** Mary Ryan will replace Anne in the double, but HOOK looks weaker every day.

'ARCHERS' MOVIE BREAKS RECORDS

Karen Reynolds' \$20 million **ARCHERS** becomes the third-fifth blockbuster of the summer, despite some weak reviews. Obviously the biggest moneymaking aspect of all time has paid off, for the ten grossed \$20 million on its opening weekend, making it the eighth-highest opener in Hollywood history.

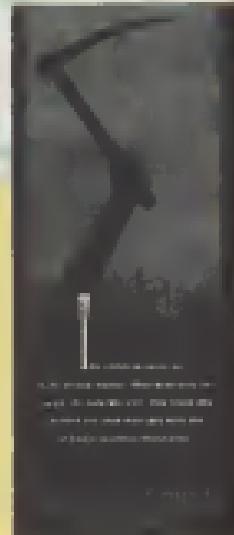
ROBIN HOOD: THE ADVENTURE (\$25M), the prequel, already had a promising start but hasn't continued it.

Meanwhile, opening records look set to be broken again and again this summer (as in 1989, as **THE MAZDA 626** sold 2.1M). **THE SMELL OF PEARL**, TRIBUNA CORTE

JUDGEMENT DAY and, in DEATH, TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE Ooze follow ROBIN HOOD out of the studio (both in this feature with double-petaled movie titles).

THEIR LOVE IS KING

After the financial critical and Oscar success of Rob Reiner's nicely adequate adaptation of Stephen King's stunning novel **MURDER**, Hollywood is once again queening outside King's mansion in Bangor, Maine, much as they did in the 80's, when **CHRISTINE**, **CHILDREN OF THE GORE**,



CLOUT, CACTUS EYE and a few other X-ray stories beginning with 'I followed THE SHINING to the big screen.'

Of the 10 adaptations, GRAVITY AND SHIFT has already opened and will, curiously, The Study three-hour-plus TV version of it (with Tim Curry as Perseus) or the sequel would be unlikely to next be seen now.

And in Hollywood, several adaptations are underway. The most ambitious, that LARRY McMurtry's MAN, his \$10 million Western thriller loosely based (as with THE REVENGE OF MARY) on King's short story of the same name,

Starring Jeff PERRY (as Pappy) and Pierce Brosnan (as James Bond), **THE LAST OF THE LUCKY WALKER**, MAN is contentious in that it will be the first feature film to use 'virtual reality', showing the audience 10 experimental simulations told by the characters on the screen.

Also in progress are screen adaptations of THE TOM THUMBERS, SOMETIME THEY COME BACK, THE STAND and THE DARK HALF. The latter to be made by childhood friend George A. Romero.

Which too, for CHILDREN OF THE CORN IS DEADLY MARSH, which, as you can see, has some meaty-looking publicity stuff.

A MARRIAGE MADE IN HOLLYWOOD

Julia Roberts' shock cancellation of her wedding to YOUNG GUNS star Kiefer Sutherland is more than 72 hours before the event has made the news, long, hard look at the high-profile Hollywood wedding.

"John loves me!" Long-time lovers Goldie Hawn and Kurt RACKHRAFT Russell were brought back together after a major bust-up when Goldie bought Kurt a \$1000 a Month Maytag.

What looks like just Missions IMPOSSIBLE's Ryder and Johnny CRY-BABY Depp have broken off their long engagement.

John Travolta, John Goodman and TOM HAN-



BORN TO ALIVE co-star Alec Baldwin is gathering a winter wedding.

"She loves me - Jeff THE FLY, Christian and Dennis THEDMA AND LOUISE Deas are to divorce.

"She loves me," actress TEMPESTATION 3 Camryn's ex-wife, NEAR DARK director Cain Ann Hand, recently married BOAT THE OP OF THE SPHINX director Sean de Palma.

HONEY, I DROPPED THE TITLE

The subject to HONEY I SHRUNK THE KIDS went into production on June 1 as **THE LITTLEST HONEY SQUEEZE**.

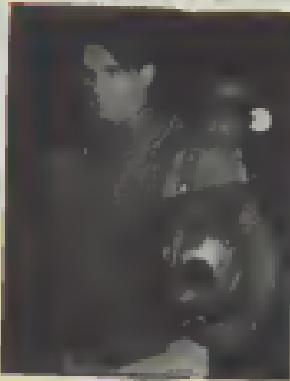
Previous working titles included HONEY I XENODOXED THE KIDS, I SICKED THE KIDS TO THE MOON, but my mother says the revised (again) starring Rick Moranis)



will eventually be called HONEY, I SLEW UP THIS BABY (set in Vermont), not to speak of dropped.

Original HONEY director Joe Johnston has his \$2.5 million+ contract renewed **THE ROCKFITTER** opening in the UK on August 2. Lost (or found) of the big

budget comic strip heroes (JEFF THE GOLDEN, BATMAN and JACK TRACY), THE HOCKEY FTR will hopefully be a big success, despite the relative obscurity of Guy Stevens' superhero comic-strip and the fact that despite a worldwide gross of \$200,000,000, BATMAN is still \$200 million short of breaking even, leaving a growing list of highly successful movies (including ALIEN, COMING TO AMERICA and FATAL ATTRACTION) that somehow never manage to show a net profit.



JULY NOTED

Now here's a brief update on things mentioned in July's Table:

- JENNIFER DEPP: MURRAY, THE INVISIBLE MAN and CREATURE FROM THE BLACK LAGOON on the lot.

ABSOLUTELY NO COMPETITION

Well, not this month, anyway

an old movie to be updated in the near future is VILLAGE OF THE DAMNED, from THE WITCHER director Robert Harmon.

Bruce Willis' lastfully-deceived **HUDSON DOCK** (U.S. premiere magazine's prediction for 1993's biggest hit at \$18M) dropped out of the U.S. money chart at \$10 million, \$20 million less than it cost to make.

GARY STATE OF GRACE Oldman has dropped out of Oliver Stone's JFK movie, don't know why.

IN BRIEFS

Jennifer Lynch, daughter of director David and author of the book that inspired **Texas Chainsaw** (see our interview in "Killer," page 1), has signed Kim Basinger and Ed THE ABSENT Heros to her feature debut, **BOOGIE HELLISHA**, in which Ed kidnaps Kim and keeps her trapped and tortured in a truck.

Christopher Lambert WILL appear in HIGHROLLER 2, THE MASCOT above all, although Christian ROBINSON (as Muslim who was assigned to play the young Michael)

Madame, Jeremy Irons and director Oliver Stone are all out of the **CHITA** project, which has sadly been shelved.

NEXT ISSUE

I'm leaving flabbergasted people in Houston behind for Boston again, so if you hear anyone else singing River songs on Kellyanne's flight, it won't be me.

I'll be back to drag you BATMAN THE NEXT SHOW, Arnie, **SUPERHERO**'s US Pre-Production plus and other news, better than the red light district hot tips. So until then, darling, en dag!

Rik Henderson lets his hair down and moshes to the latest music vids.

NED'S ATOMIC DUSTBIN

Nothing Is Cool 47 Minutes

If you've never seen Ned's Atomic Dustbin, this is the video to get! The band's frenetic indie-pop style of the band is unlike anything else on the planet, and "Nothing Is Cool" is a good insight into the band (and what drives them) so much like they do (in writing stories of joyous and tragic moments of life).

The video is a compilation of every song Ned's have in their current repertoire, plus the videos of their biggest hit "Kill Your Television" (a must-see if a noisy, fast-paced world is driving you mad, gets louder and louder from side to side, mindless). If you're into good music or the "Death-to-your-soul" band, you'll be a (possibly shaped banana [it's square] to run out!) 0000



POP WILL EAT ITSELF

Unspoilt by Progress 42 Minutes

Pop Will Eat Itself are a bunch of leather-clad goths who ignore all an ordinary life of threat, rock, goth metalites, and hardcore hip-hop.

Their music is inspired by their resistance on earth in laugh and the lyrics on most of the songs about their success this

"Unspoilt by Progress."

shows you exactly how unspoilt PWI are, as it chronicles the band's songs from the roots to present day, and it contains all the action they've ever really plus rare live footage.

Even the very poppiest of '90s tracks like "The Best Thing" change according the band's perspective - so you can hear a more serious

track if you like, or a cracking PWI track if you want something more serious. I'd say it's a must-see for anyone who's a fan of the band and you're interested in the idea of the band's life and the rest of their life!

0000-00

THE KLF

Stadium House (The Trilogy) 50 Minutes

Okay, I admit that I'm not a huge fan of the KLF, but I do have a soft spot for them because they're one of those bands that I

haven't been able to understand the long time process that they followed. Now, I'm not a member of the KLF, but I do know that there are some things that I don't understand about them.

The first I have no idea what they did for the video. The tape is only 30 minutes long, but the songs in these videos were super weird, but all we have are the three KLF hits - with videos that all look remarkably similar - and an extremely pretentious pile of shit in the form of a "magazine", that the band have tried to pass off as

10 minutes of art.

What it is is 10 minutes of extreme boredom, and a complete waste of my, the KLF's, and the video distributor's time!

Stadium House is worth only half the price that it's being

priced at, and I say that when I have a good

video tape, and I say that when I have a good

video with shot too, and you get a mess of a lot of them for your money!

The whole cassette must be watched in its entirety though, as each track The Queen (the last song) is a rousing finale of noise that needs to be heard. Hahaha! Here we repeat!

This is NOT a video you parents will want to have, or play at any time when they are passed [it's just too damnLOUD]

0000-1/2.

JESUS JONES

Big in Alaska 33 Minutes

Jesus Jones are the most respected band that actually manage to retain individuality yet hit the charts time and time again.

The best albums are the best thing since sliced bread impressively the second time you can get with the little clean-cut look-in-like customer needs spiraled on top) and the second - although more rawer (but you like it when angels colliding with an over-size plane)

"Big in Alaska" features the videos of the band's hits from both albums (several of them) and links with a number of short pieces of interviewing performed by the lead singer, Mike Edwards, himself.

They would never miss this, but if you're going to dismiss it just because they've made it into the charts, and therefore it's not cool to the press, think again.

Why miss out on something just because your led sister likes it?

0000-1/2.

MUSIC VIDS SPESH



VHS COLOUR URBAN DANCE SQUAD

Minimal Dance for the Globe 49 Minutes

The Urban Dance Squad is a group of guitarists that have been making music since the mid-80s. They've had a few hits, and have been touring the world, including Australia, America, and Japan. Their music is a mix of rock and dance, and they've been performing throughout the world and guitars.

They seem to be a bit of a mix between the two, as the music is a mix of rock and guitars.

To expect either a rock or a dance video on this CD would be incorrect as it is a mix of both, or other genres. The music is very unique, and the guitars are very good.

The video is a mix of both, and the guitars are very good.

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